

ISSUE NO.  
**291**  
MAY  
JUN/JUL PRE-ORDER

# GTM

GAME TRADE MAGAZINE



## PATHFINDER® PLAYER CORE 2

\$3.99 US \$3.72 CAN



PRINTED IN CANADA

### IN THIS ISSUE:

- VENTURE FORTH AND SEE WHAT ADVENTURES AWAIT YOU WITH **EPIC ENCOUNTERS: LOCAL LEGENDS** FROM STEAMFORGED GAMES!
- COMING THIS SUMMER, PAIZO'S **STARFINDER SECOND EDITION PLAYTEST** WILL SURELY BE A CAN'T-MISS EVENT!





# TRAIL STORY

A M E R I C A

## EXPLORE AMERICA'S STORIED WILDERNESS

America, 1930s. As an energetic and enterprising young person and inspired by the courage and determination of your parents, you decide to wander America's landscape looking for adventure and opportunities.

You'll wander the rural landscape and come across many things never before encountered: friend and foe, cute and dangerous beasts, and the mysteries of unexplored terrain, ominous abandoned buildings, and yes, even the supernatural.

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**Encounter and  
Experience!**



**Reflect and Remember!**



**DISCOVER, EXPLORE, AND ADVENTURE IN THE INSPIRING WILDERNESS!**

**COMING  
SUMMER 2024**

**TIME  
90-120'**

**AGE  
10+**

**PLAYERS  
2-4**

**SKU  
87585**

**MSRP (US\$)  
\$39.99**

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# Disney Villainous

## Sugar and Spite

TWO NEW VILLAINS UNLOCKED IN THE MOST CUNNING CARD GAME OF THEM ALL!

Enjoy new schemes, strategies, and special abilities in the award-winning *Disney Villainous* game system. Can you think like a Villain and live happily evil after?



**SHERE KHAN**

**SHERE KHAN'S OBJECTIVE**

Defeat Mowgli when there are no Fire tokens in his Realm.



**KING CANDY**

**KING CANDY'S OBJECTIVE**

Pass Start/Finish with a Glitch attached to Vanellope Von Schweetz.



**BALOO**

When another Hero would be defeated, place a Power token on Baloo instead. When Baloo has three Power tokens on him, discard the Power tokens and Baloo.

**HERO**



**WRECK-IT RALPH**

When Wreck-It Ralph is played, you may move Vanellope von Schweetz to any location.

King Candy must pay 1 Power to perform a Move on **Item** or **Ally** action.

**HERO**



**IT'S ME, SHERE KHAN**

Remove a Fire token at Shere Khan's location.

**EFFECT**



**CAN'T BE ALLOWED TO RACE**

Move any number of **Ally** to a Hero's location. Perform a Vengeful action, but do not discard the **Ally** used to defeat the Hero. Then, you may move the Racer token back three action spaces.

**EFFECT**



**YOUNG AND HELPLESS**

Move a Hero to a location with an **Ally** or gain 1 Power for each **Ally** in Shere Khan's Realm.

**EFFECT**



**PAY TO RACE**

Before you perform actions on your turn, you may play **Pay to Race** without performing a Play action. Pay up to 6 Power and move King Candy forward that number of action spaces.

**EFFECT**

10+

2+

40'

UNIQUE RACETRACK MECHANIC!



Move through your Realm. Take Actions. Achieve your Objective first.

Play Shere Khan vs King Candy, or mix & match with any *Disney Villainous* game.

© Disney

Ravensburger



## COVER STORY



### Expand Your Horizons of Play with Pathfinder Player Core 2!

This latest installment for your *Pathfinder* library will complete your core rulebook collection and is newly remastered under the ORC license!

by Rue Dickey

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## FEATURES



### Epic Encounters: Local Legends

*Local Legends* are the latest installment in the popular *Epic Encounters* adventure series from Steamforged Games. Get a behind-the-scenes look at how this exciting line came to be!

by Steamforged Games

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### Shoot Through the Stars

The *Starfinder Second Edition Playtest* hits full-stride this summer, but check out how you can participate now and what to expect at Gen Con 2024!

by Rue Dickey

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MARVEL

# MULTIVERSE ROLE-PLAYING GAME

AN ALL-NEW  
COMIC-SIZED  
ADVENTURE

FEATURING NEW  
CHARACTER  
PROFILES

AND AN  
ORIGINAL  
COMIC STORY



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PREVIEWS



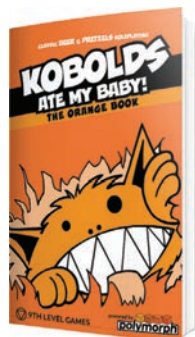
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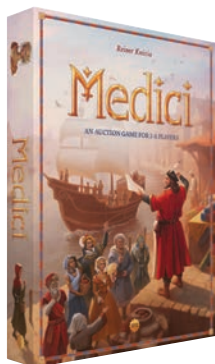


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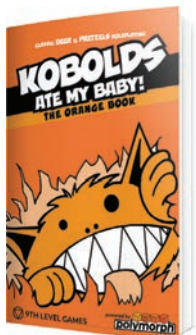
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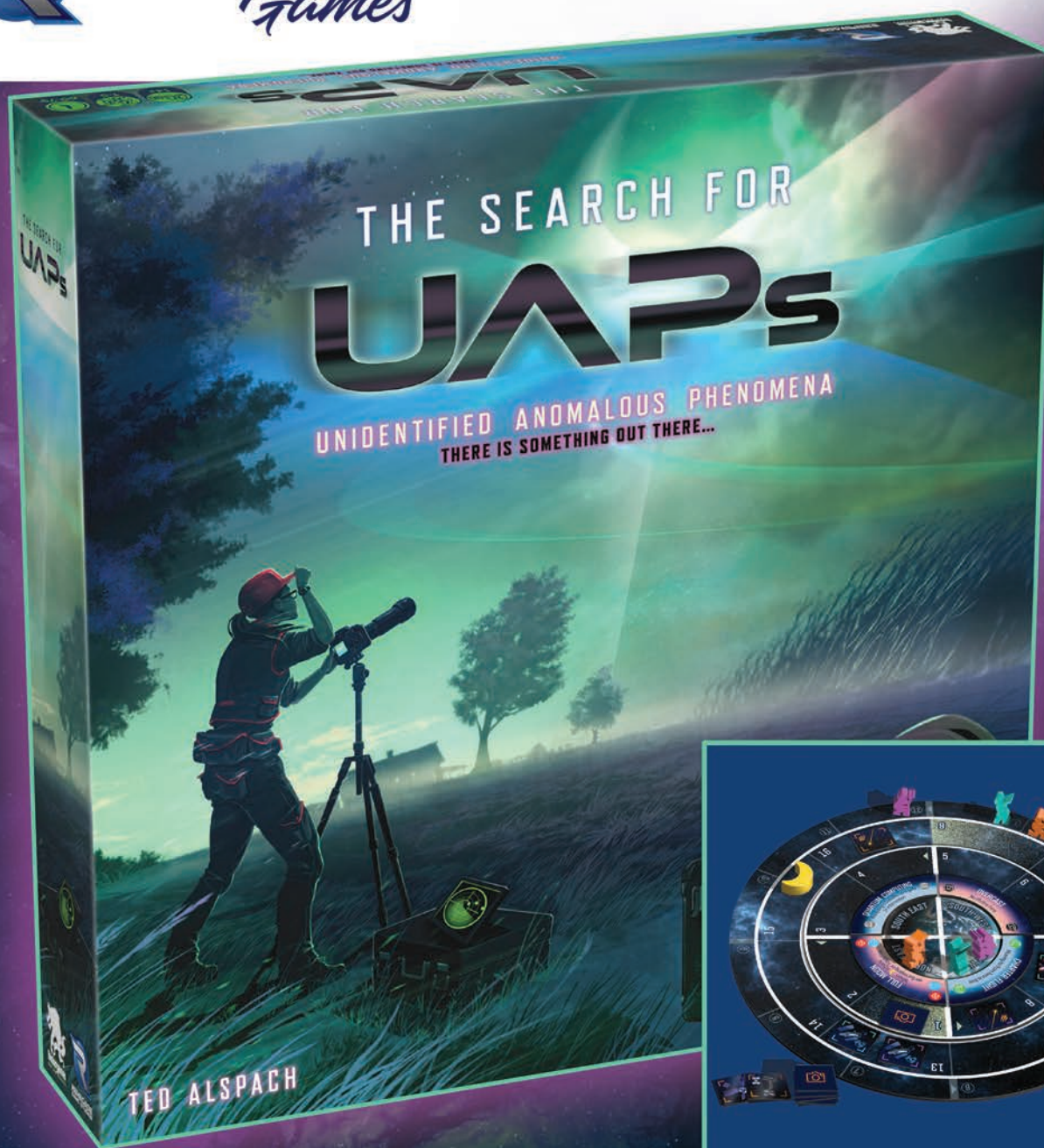
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- Survey the skies for objects such as Spy Satellites, the I.S.S. and space junk to find and confirm the location of the UAP.
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Ages 14+

60-75 min

RGS02692

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## Greetings Dear Readers!

Your May edition of *Game Trade Magazine* is chock full of incredible role-playing action (and more)!

First, we kick things off with Paizo's *Pathfinder RPG Players Core 2* handbook, which completes the second edition core rulebook collection. This latest addition to the *Pathfinder Remaster Project* adds exciting new lore, mechanics, creatures and more to your tabletop adventure. Take your game to the next level (see what I did there?) with remastered character classes, versatile heritages, and all-new archetypes this August!

We've got even more awesome fantasy adventure courtesy of the great folk at Steamforged Games. If you're looking for a one-off session or even an adventure you can work into your larger campaign, then you'll want to take a closer look at the all-new offering from their *Epic Encounters* catalog, *Local Legends*!

Stunning artwork, in-depth backstories, fantastic minis, and more will make *Local Legends* an awesome addition to your game table.

What's more — Steamforged Games is sponsoring this month's Giveaway, so be sure to check that out for a chance to win some *Local Legends* of your own!

Next up, we've got an exclusive sneak-peek at the Sgt. Drake Alexander promo miniature for the upcoming *Heroscape* launch from Renegade Game Studios! Sgt. Drake Alexander brings impressive abilities to the battlefield and will surely make a powerful impact in your *Heroscape* games.

Turning back to RPGs, we're also excited to offer a closer look at the *Starfinder Second Edition* playset coming this summer. Officially launching at Gen Con 2024, Paizo breaks down the various playtest resources as well as how players can find preview materials now.

All this and so much more in your latest *GTM*.

Game on!

-JG



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## GTM

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# WHAT'S ON THE GAME TABLE?



We asked veteran contributor and all-around great guy, John Kaufeld, to let us know what's piqued his gaming interest of late. Let's see what he had to say!

It's spring — finally! Time for a cleaning that makes your game table sparkly and shiny (and rids you of the orange cheese dust that's been sneaking into your card sleeves). It also makes the perfect time for a fresh look at what's new, what's been hibernating on your shelf, and what's well-loved but hasn't hit the table in a while.

A new version of our long-time favorite *Medici* (SFL MED-001) arrives from Steamforged Games, rendering a classic Reiner Knizia auction game in a beautifully updated form with a lavish board, wood tokens, and gorgeous card artwork.

Turning from sailing to diving, *Aqua* (USO HB000-805) from The OP takes you into the depths and challenges you to build a flourishing coral reef with habitat for all kinds of marine wildlife.

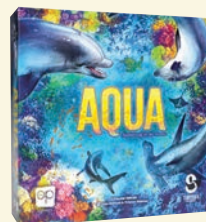
Going from the sea to the stars bring us to *First Rat* (PNA 51232G) by Pegasus Spiele. Guide your team of rats as they marshal an array of junk in their quest to see if the moon is really made of cheese.

Mixing technology and animals is also at the heart of *Ark Nova* (CSG FS5100) from Capstone Games. We love this game's constantly shifting challenges and rich, immersive playing experience. It's one of our favorites.

Speaking of favorites, Renegade's updated version of *Acquire* (RGS 02575) keeps us coming back to this Sid Sackson classic. The game's new "tycoon mode" makes it very accessible for new players (and keeps the old players on their toes).

If you want a great two-player challenge, the cooperative flying game *Sky Team* (HBG SMSKT01EN) has us gripping the flight yoke and sweating a bit in the cockpit as we try to bring our plane in for a safe landing.

*Our freshly-cleaned game table has a busy month ahead. What's heading to your table?*





# TALES OF THE VALIANT™



Tales of the Valiant 2-Book Gift Set  
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Tales of the Valiant: Player's Guide  
\$59.99      KOB-9757

Tales of the Valiant: Monster Vault  
\$59.99      KOB-9771



Tales of the Valiant: Player's Guide (Limited Edition)  
\$79.99      KOB-9764

Tales of the Valiant: Monster Vault (Limited Edition)  
\$79.99      KOB-9788

**RELEASE DATE    JULY 2024**

[www.koboldpress.com](http://www.koboldpress.com) • [www.talesofthevaliant.com](http://www.talesofthevaliant.com)

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PIN  
DUR  
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## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

### DESIGNER DIARY

**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

### COVER STORY

### PREVIEW

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next **HOT** item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

### FEATURE

### EXCLUSIVE

**EXCLUSIVES:** While virtually **ALL** of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

### SPOTLIGHT

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 491486... \$34.95

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15526

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15527

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE ENINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out! Scheduled to ship in September 2020.  
USO 0810720... PI

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO 01113449... PI

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.  
USO 04ND0595... PI

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO 0C010103... PI

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712... PI

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 91033069... PI

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C7512000... PI

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C75030000... PI  
BUNDLE WOC C75070000... PI  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... PI  
PLANESWALKER DECK DISPLAY (10) WOC C75060000... PI  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... PI

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019... \$69.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752... \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755... \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753... \$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backgrounds for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520... \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



## SPOTLIGHT ON

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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## PATHFINDER RPG: PLAYER CORE 2 HARDCOVER (P2)

PZO 12004-HC ..... \$59.99 | Available August 2024

## PATHFINDER RPG: PLAYER CORE 2 HARDCOVER (SPECIAL EDITION) (P2)

PZO 12004-SE ..... \$79.99 | Available August 2024

## PATHFINDER RPG: PLAYER CORE 2 HARDCOVER SET (P2)

PZO 12004-SKSET ..... \$119.98 | Available August 2024

*This book completes the core rulebook collection for Pathfinder, newly remastered and published under the ORC License.*



Early last year, the Pathfinder Design Team set out to remaster Pathfinder's core rules – removing legacy OGL content, designing new Pathfinder lore, mechanics, and creatures, and incorporating years of errata and feedback from both internal playtests and the Pathfinder player base. This project, known as the Pathfinder Remaster Project, set a release schedule of four new core Pathfinder rulebooks: Pathfinder Player Core, Pathfinder GM Core, Pathfinder Monster Core, and Pathfinder Player Core 2. With *Pathfinder Player Core 2*'s upcoming release this August, the set of remastered rules will be complete!

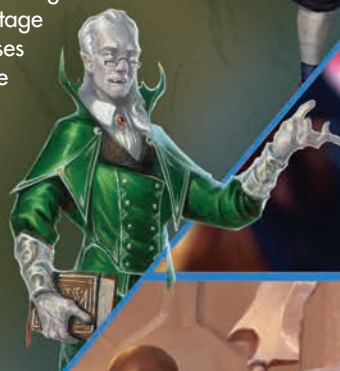
### ANCESTRIES AND BACKGROUNDS

A collection of playable ancestries including orcs, elves, goblins, leshies, and more was already included in *Pathfinder Player Core*, but *Player Core 2* expands the list, remastering eight new ancestries for player characters. Included in this list are catfolk, kholos, tengu, and more!

### A GLIMPSE AT TENGU

Tengu are a bird-like ancestry, resembling corvids or other birds, but lacking the full wings of their bird lookalikes. While they originate in Tian Xia, many tengu have migrated and settled around the world of Golarion – splitting tengu society into people “in the roost” (in their region of origin) and “migrating” (elsewhere in Golarion). Tengu hail from a deep, rich cultural ancestry and care deeply for the knowledge and preservation of traditions – but they are also eager to learn new things and understand more of the world.

With each of these new ancestries also comes a collection of heritages – such as the “Jinxed Tengu” heritage. Tengu from a Jinxed Tengu heritage have had uncountable curses affect their family over the generations, and thus they have extra protections from it – like turning regular successes into critical successes when making saving throws against curses and omens







### VERSATILE HERITAGES

In addition to core ancestries and heritages specific to those ancestries, *Pathfinder Player Core 2* also introduces a few more versatile heritages. Versatile heritages, as introduced in *Pathfinder Player Core*, are heritages that can modify any ancestry. *Player Core 2* expands this selection by adding three new versatile heritages: Dhampir, Dragonblood, and Duskwalker.

Dhampirs are people influenced by vampiric heritage – whether via occult ritual, vampiric parents, or other means. They walk the line between life and undeath, and navigate the social implications of that razor thin edge. Dragonbloods are people whose bloodline has been influenced by a dragon – usually through magical means. They take on the characteristics of the dragon who exerted this influence – drawing features from *Pathfinder Monster Core*’s new dragon designs tied to the traditions of magic: occult, divine, primal, and arcane. Finally, duskwalkers are reincarnated souls born of a bargain between two powerful psychopomps of Pharasma. A finite number of duskwalkers can be present at any given time, and when one passes away, another one is born from a newly-lost, deserving soul.

With versatile heritages, Pathfinder players can customize their characters even further, blending ancestries to create their ideal fantasy hero.

### REMASTERED CLASSES

*Player Core 2* also brings eight more classes into the remastered *Pathfinder Second Edition Roleplaying Game*: alchemist, barbarian, champion, investigator, monk, oracle, swashbuckler, and sorcerer. Several of these classes have undergone substantial reworking within the Pathfinder Remaster Project – such as the barbarian and sorcerer, both of whom have options linked to draconic influence, now utilizing *Pathfinder Monster Core*’s dragons rather than OGL chromatic dragons.

### CHAMPION FIRST LOOK

Another class to get a strong overhaul for the Pathfinder Remaster Project is the champion – Pathfinder’s holy (or unholy) warrior class. With the removal of the alignment system from Pathfinder, champions had to shift from being defined by their alignment to defined by new parameters: the edicts and anathemas introduced in *Player Core*, and sanctification as “holy”, “unholy”, or “none” – determined by the sanctification rules of a champion’s deity.

Champion causes are also categorized into these groups. Causes such as redemption and grandeur are holy, desecration and iniquity are unholy, and some fall into neutral ground with no sanctification, like justice and obedience.

### ARCHETYPES

Finally, to really kick character customization up a notch, *Pathfinder Player Core 2* introduces a host of archetypes to the game. These include multiclass dedication feats for the eight classes in *Player Core 2*, as well as general archetypes that can be applied to a variety of classes and character builds – provided a character meets the listed prerequisites.

Archetypes unlock a collection of new feats for players to choose when they level up – usually, but not always, taking the place of a class feat. Some archetypes also introduce feats that any player can take – regardless of if they’ve taken that archetype – to add flavor from those character builds to their play. New rules are also included in the archetype section – including rules for snares in the snarecrafter archetype that can be referenced by rangers.

In addition to the multiclass archetypes, *Pathfinder Player Core 2* includes 35 general archetypes, with remastered versions of old favorites like beastmaster, poisoner, and vigilante, as well as new archetypes. While you can only ever have one class archetype, some of these archetypes fall under a special category, offering skill feats rather than class feats. These feats can be taken in place of skill feats when leveling up, and do not count against class feats for your character.

### LEVEL UP YOUR PLAY!

*Pathfinder Player Core 2* drops August 1st at your friendly local game store, and at Gen Con Indianapolis. This hardcover rulebook will be available with three covers: a standard cover with full-color art by Wayne Reynolds, a special edition faux leatherette cover with debossed foil details, and a hobby-retailer exclusive sketch cover, featuring Wayne Reynold’s pencil sketch of the cover design.

...

*Rue Dickey (they/he/xe) is Paizo’s Marketing and Media Specialist. They’ve been playing TTRPGs since 2010, and have done work for Paizo as a freelancer on a variety of Pathfinder products. At Paizo, Rue is responsible for internal marketing project management, promotional coordination, advertising, and media relations.*



# TRAIL STORY

A M E R I C A

WIZKIDS

## EXPLORE AMERICA'S STORIED WILDERNESS

### TRAIL STORY: AMERICA

WZK 87585 ..... \$39.99 | Available Summer 2024!

Pack your bag and grab your journal, it's time to trek through 1930s American wilderness! Here's a look into the upcoming story-building game by WizKids.

### OBJECT OF THE GAME

Playing a game of *Trail Story: America* captures the feeling of an eventful adventure through the wilderness. Players, also known as Wanderers, will travel across the board to new locations, collect stories, and construct havens throughout the various types of terrain. They'll encounter a vast range of engaging experiences that will teach them about the land they traverse or will present unique challenges that test their skills. This might include an ancient burial ground, a foggy swamp, a lost lumberjack, or a hungry cougar — and players will be given choices to decide how to interact with each. Reflecting on one's experiences is an important part of the journey, so players will use memories and inspiration to record story cards into their journal, documenting their unique adventures to score the most points.



### GAMEPLAY

On a player's turn they can Scout, Travel, Camp, Reflect, or Journal. Scouting is a way for Wanderers to discover their surroundings. They'll draw Story tokens from a bag for each empty path that connects their site to an adjacent site and choose which paths to place them. When they Travel across a path, depending on the type of Story token present, they'll take a Friend, Enemy, Beast, or Mystery Story card and resolve a variety of effects. Each Story will have certain tasks the player will need to attempt to pass using dice checks corresponding to various skills, with each card having the potential to earn rewards and suffer losses.

Camping is how a Wanderer replenishes themselves, and potentially enjoys the company of strangers. When players take a Camp action, they reveal a Campsite card, they'll earn some benefits, and then the opportunity is offered for other players to join them at the campsite for a variety of options. If another player decides to visit, they move their pawn to the campsite location, then they must decide how they want to interact to gain benefits, choosing one of the following options:

- **Enjoy Company** — The visitor is content to just be with someone else for a while.
- **Share a Story** — The visitor gives one of their Story cards (not Journaled) to the Wanderer.



- **Bond** — The Wanderer takes a Story card of their choice (not Journaled) from the visitor.

Each choice offers the visitor additional benefits as depicted on the Campsite card. This communal exchange of resources and opportunities is a wonderful way that players can create opportunities for positive interactions with each other, and it resembles the experience of meeting others in your path and learning from their travels.

Reflecting is a way for Wanderers to use their experience to create Havens, improve their talents, and to find inspiration. Havens represent a level of

familiarity a Wanderer has with certain types of terrain, allowing them to be more efficient at foraging, fishing, fire-building, and meditating. This can also allow the Wanderer to gain Hope and Inspiration, which are resources that help players accomplish tasks that prove to be difficult for them to succeed at.

Lastly, Journaling is the way a Wanderer records their adventures. Whenever the Wanderer takes a Journal action, they may spend memories they've gained on their journey (the Story tokens they've collected while Traveling) and choose one of their Story cards with a matching memory type. The Story card will be tucked under their journal, leaving the Story's title and scoring revealed.

### END GAME

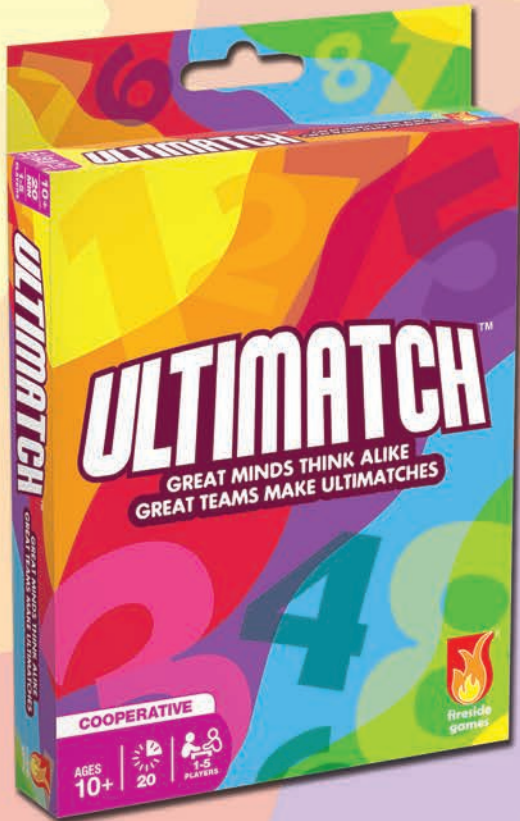
The game's conclusion will trigger when at least two players have four stories each in their journals, when at least one player has five stories in their journal, or when all sites are Havens. Players will score points for Havens built, Wanderlust tokens on sites, Story cards journaled, Items earned, remaining resources, and may lose points for Despair cards collected along the way.



*Trail Story: America* does a fantastic job at capturing the relaxing experience of a walk through nature, paired with the experience of exciting moments of wonder and suspense as you encounter the unexpected. Will you have the most exciting story to tell after your adventures?

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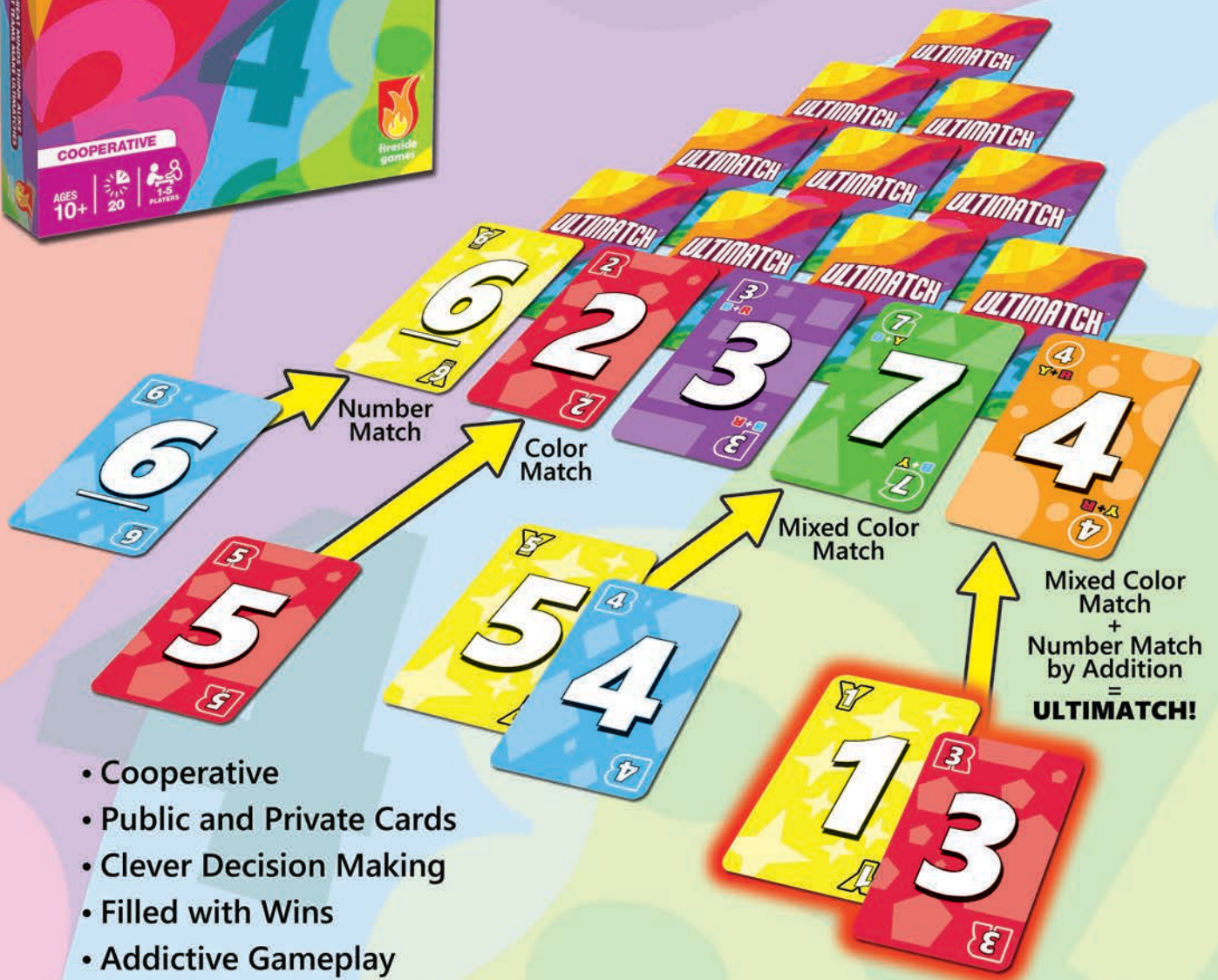


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# EPIC ENCOUNTERS Local Legends



EPIC ENCOUNTERS: LOCAL LEGENDS - TAVERN KIT		
SFL EE-LL001 .....	\$39.99	Available Now!
EPIC ENCOUNTERS: LOCAL LEGENDS - GREEN DRAGON		
SFL EE-LL002 .....	\$24.99	Available Now!

*Local Legends are your complete tavern kit, from Steamforged Games, the creators of Epic Encounters. Read on and learn a bit more about how this fantastic line came to be!*

## IN A FEW WORDS, WHAT IS LOCAL LEGENDS AND WHO IS IT FOR?

*Local Legends* is our love letter to the great “you meet in a tavern...” scene.

Every fantasy campaign either starts or finishes in a tavern, and usually with many repeat visits along the journey! Crowded bars full of new people to meet, smoky atmospheres heady with the hint of adventure, raucous music and epic revelry are what we imagine... but what we get is the typical mysterious stranger, in a bar full of background filler.

We all know these are really tough scenes to run for Game Masters and there’s little out there in terms of support. *Local Legends* provides a tried-and-tested system for running these challenging encounters that will help everyone, from those starting their behind-the-screen careers to the longest-serving Game Masters.

## WHAT INSPIRED THE CONCEPT AND THEME BEHIND LOCAL LEGENDS, AND HOW DID YOU APPROACH TRANSLATING THAT INSPIRATION INTO GAME MECHANICS?

As it did for many Game Masters, COVID brought an opportunity for more games and chances to share ideas and try new ways of using technology.



When I run a game, I want it full of scenes that have plenty of flavour, but also some degree of positional relevance and importance in case a combat breaks out. Top-down maps with grids didn’t work for me, especially for scenes in which a lot of roleplay is important. Similarly, using cool artwork is a powerful tool for creating flavour quickly, but not as useful if it comes to combat.

## CAN YOU SHARE INSIGHTS INTO THE GAME’S DEVELOPMENT PROCESS, HIGHLIGHTING ANY UNIQUE CHALLENGES OR CREATIVE BREAKTHROUGHS EXPERIENCED DURING ITS DESIGN?

Finding the right art style was key. During development, I was using a free camera in video games to try and find angles that would work. So, we initially looked at building scenes in 3D and screen-grabbing, but we quickly decided we wanted a more illustrated style.

“Where’s Wally?” (or Waldo in the US) and the children’s illustrated history books from my childhood really inspired me. I wanted loads of details for players to enjoy, where the more

EPIC ENCOUNTERS: LOCAL LEGENDS - OWL BEAR ENCOUNTER		
SFL EE-LL003 .....	\$24.99	Available Now!

EPIC ENCOUNTERS: LOCAL LEGENDS - BAT DEMON ENCOUNTER		
SFL EE-LL005 .....	\$24.99	Available Now!

EPIC ENCOUNTERS: LOCAL LEGENDS - GHOST PIRATE ENCOUNTER		
SFL EE-LL007 .....	\$24.99	Available Now!

EPIC ENCOUNTERS: LOCAL LEGENDS - WRAITH ENCOUNTER		
SFL EE-LL010 .....	\$24.99	Available Now!

EPIC ENCOUNTERS: LOCAL LEGENDS - NIGHT HAG		
SFL EE-LL011 .....	\$24.99	Available Now!





they look, the more they find. I found the exact look when I saw Maethavee Padungsakdisin's architectural concept portfolio, and when Doug Telford (SFG Concept Director) teamed up with her to help provide a tonne of flavour to her precise illustrations, the combination was perfect.

### LOCAL LEGENDS HAS GARNERED ATTENTION FOR ITS INNOVATIVE APPROACH TO RPGS. WHAT SPECIFIC ELEMENTS WERE INTENTIONALLY INCORPORATED TO MAKE IT STAND OUT WITHIN THE ROLEPLAYING GAMING LANDSCAPE?

Something awesome happens when you can take advice and also actually understand how to apply it in the real world. Too often, there's some excellent advice out there, but it's not always obvious how to use that knowledge effectively. Or the instructions are so specific it's hard to see how it applies to your game.

When it comes to the Epic Encounters brand, our design philosophy is focused on creating and sharing easy-to-use systems, supported by just the assets you need to reliably deliver high-quality gaming experiences.



This means the Game Master can focus their energy on running the game and enjoying themselves along the way, too. And we deliver all of this in a way that makes it easy for new Game Masters to enjoy, as well as those with lots of experience.

### HOW DID YOU BALANCE ACCESSIBILITY FOR NEW PLAYERS WHILE MAINTAINING DEPTH AND ENGAGEMENT FOR EXPERIENCED GMS IN LOCAL LEGENDS?

By adding a myriad of simple touches that can be flourishes of polish for experienced Game Masters, and also essential lifelines for those without years of experience to fall back on.

A good example is the 'The First Thing You Notice' feature for every NPC. This is a defining feature that helps cement the newly-met character in players' minds.



Experienced Game Masters will often feel comfortable making this kind of thing up on the fly, or carefully prepping it all in advance—although, it's still possible to get tripped up when put on the spot. But, for a newer Game Master, this kind of descriptive tactic is incredibly powerful, and is something they can build into their personal toolbox for writing their own games. And, of course, it gives them that idea at their fingertips when they need it at the table.

### STEAMFORGED GAMES IS KNOWN FOR HIGH-QUALITY COMPONENTS. WHAT CONSIDERATIONS WERE MADE IN TERMS OF COMPONENT DESIGN AND PRODUCTION TO ENHANCE THE OVERALL GAMING EXPERIENCE?



The stunning artwork and visuals created for this game demanded excellent components. Further, *Local Legends* is a toolbox designed to be used many, many times in a Game Master's career, and so the components had to stand up to that level of use.

Then, as with everything, we examined the product through the eyes of the end user. Did the maps have the right amount of shine to show off the art without the glare being distracting? Did the cards feel good in the hand? What kind of finish felt right? Are the rulebooks laid out in a way that presents the information easily? The list goes on and on, but is always looked at from the end user's perspective.

### LOCAL LEGENDS HAS A STRONG NARRATIVE ASPECT. HOW DID YOU INTEGRATE STORYTELLING ELEMENTS INTO THE PRODUCT, AND WHAT ROLE DO THEY PLAY IN THE OVERALL PLAYER EXPERIENCE?

While *Local Legends* started as an easy-to-use system for running tavern encounters, we wanted to provide even more for our wonderful Game Masters.

Adding some cool stories that were unique to each tavern felt like a fun element for players to discover and involve themselves with if they wanted. It's like giving Game Masters an intriguing side-quest to introduce to their current game, or to use as a kicker for a whole new adventure.

In England, we call taverns our 'local'. Each tavern has a story, and stories quickly become legends. And with a local legend, it's likely every patron has something to say on the matter. A legend is something that players can sink their teeth into...or have teeth sunk into them, depending on the dice!

### AS A SEASONED DESIGNER, HOW HAVE YOUR PAST EXPERIENCES IN THE TABLETOP GAME INDUSTRY INFLUENCED THE CREATION OF LOCAL LEGENDS, AND WHAT LESSONS FROM PREVIOUS PROJECTS DID YOU APPLY TO THIS GAME?

When designing, I'm always looking to find the balance point of elegance. It's a variation of the 'minimalism' design idea, where the design is stripped down to its most fundamental features, and every element serves a purpose.

My experience gives me the confidence to focus on creating those imperatives and ignoring or trimming the unnecessary. Oftentimes complexity is confused—or worse, conflated—with depth. Being brave and not adding superfluous ideas and elements is much harder than one would think, and is more commonly learned with experience.

*Epic Encounters: Local Legends encounter kits are available from your friendly local game store now!*

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# SGT. DRAKE ALEXANDER REPORTING FOR LAUNCH DUTY!



## HEROSCAPE: RETAILER LAUNCH BUNDLE

RGS HS-LAUNCH1 ..... PI | Available August 2024!

Renegade Game Studios is gearing up for its *Heroscape* retail launch in August, 2024! Renegade will be offering a special premium painted promo miniature for the *Heroscape Launch*, Sgt. Drake Alexander!

Renegade is excited to bring back a favorite character of many *Heroscape* fans. Get to know Sgt. Drake Alexander:

*Drake Alexander has always been a man of principle. On Earth, he fought to defend the rights and liberties of his fellow humans from the encroaching Reich. During a fateful battle, moments before his certain death, the Valkyrie Jandar intervened. Drake's noble heart now beats in the strange and distant land of Valhalla.*

*Jandar promised Drake that if he fought against the vile Utgar, he would one day be returned to his homeland. As have so many before him, Drake agreed; and though time and countless battles have since passed, Drake is no closer to seeing Jandar's promise fulfilled. Through it all, one of his closest friends remains the Kyrie Raelin. She may appear now to have joined the enemy, but Drake knows better, and he remains at the ready to aid her however he can.*

As an established character in the *Heroscape* world, Sgt. Drake Alexander is coming to life in a whole new way in *Age of Annihilation*. With abilities including "Grapple Grab 8," "Thorian Speed," and "Flying," he will be a powerful ally, or foe, on the battlefield. Learn more about what Sgt. Drake has to offer in game:



*Sgt. Drake Alexander is a force to be reckoned with on the battlefields of Valhalla. His newly acquired jetpack grants him the coveted gift of flight, and with his trusty katana by his side, he moves*

*with the speed of Thorian to evade all long-range attacks. Getting in close enough to hit him won't be a problem for his enemies though -- or an option. With the roll of die, Sgt. Drake can grapple and pull an enemy adjacent to him before he attacks with his magic blade. As the Katana of Thorian swings forth with a full 6 dice of strength, there is little doubt this effect can be lethal.*

How can you get the Sgt. Drake Alexander Miniature? These miniatures are available to preorder now from participating friendly local game stores, but only while supplies last. Inquire at your favorite local game store soon so you don't miss out at launch!

Interested in another *Heroscape* promo miniature? Make plans to join local tournaments in your store with *Heroscape Organized Play (OP)*. The organized play program will introduce new and unique special miniatures, the first being Shiori! The Shiori Miniature is another pre-painted miniature that will be available through local game stores but only by participating in *Heroscape* launch events. If you are interested in organized play and special miniatures like Shiori, tell your local game store to sign up for the *Heroscape Organized Play Program* on our website.

In the future, Renegade will release more special pre-order miniatures to be given away with presales and promo miniatures for the *Heroscape Organized Play Program*. Just to make sure no one misses out, these promo items will also be available for sale directly from the Renegade Game Studios Webstore after the promotion they are

involved in has passed.

If you are interested in previewing Sgt. Drake Alexander's and Shiori's character cards, along with all the *Age of Annihilation* miniatures and Army cards, you can visit [www.heroscape.com](http://www.heroscape.com). On the official *Heroscape* website you will be able to find character bios, character cards, and images of the characters coming this August, 2024.

One of the best ways to find out about new miniatures and promotions is through the *Heroscape* Newsletter. You can keep tabs on all things *Heroscape* in this weekly email newsletter. Sign up on the Renegade Website, [www.renegadegamestudios.com](http://www.renegadegamestudios.com).

Renegade Game Studios is preparing for a spectacular launch of this beloved game. The *Age of Annihilation Master Set*, *Battle for the Wellspring Battle Box*, and *The Grove at Laur's Edge Terrain Pack*, releasing August 2024, are just the beginning for the *Heroscape* line. More releases, promo miniatures, and other special surprises will follow. This new era of *Heroscape* is just getting started. Don't miss out! The Battle of All Time continues! The gates are opening! Will you be battle-ready?

...





## SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at [ironguardsupplies.com](https://ironguardsupplies.com)

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# THE STORY OF WEIRDWOOD MANOR

## WEIRDWOOD MANOR

GRG 0103EN ..... \$85.00 | Available June 2024!

*Weirdwood Manor* already existed as a hit iOS app and a trilogy of books when I began the journey in 2020 to bring it to tabletops. The IP offered many amazing environments, characters, stories, and ideas on which to forge a board game. I knew I could find a compelling “hook” in there; something that would help a new game from a new publisher to stand out. But that hook couldn’t be something gimmicky. It had to be something that really belonged in the game; something at the core of the gameplay experience that reflected the world.

So I began to develop some game concepts. I took the 6 best ones, created one-page pitches for each and canvassed feedback.

### SOME OF THE ORIGINAL GAME PITCHES

One idea titled “Attack on the Manor” saw the players working together to repel an invading Fae Monster and his Clockwork Scarab minions and it stood out for several reasons:

- The Manor being under threat was a recurring theme in our IP and so it made sense to bring that to a game format.
- That lent itself very well to a cooperative game — and cooperation was often at the heart of previous *Weirdwood* stories.
- The basic premise of working together to defend the Manor made for an easily understandable challenge to hang the entire game off of, even if you had no past familiarity with the universe.
- It had a great “hook”. In the IP, characters ended up in different rooms in the Manor depending when, and how long, they spent traveling through the connecting corridors.





This made me think of a clock, which suggested a round board — and from there the concept of two rotating corridor rings taking the place of clock hands to measure time came together. This idea was just plain cool — and players loved it!



### ROTATING CORRIDORS IN THE FINAL GAME

Concurrently, I had been thinking more about the kind of experience I wanted to design. In the Weirdwood apps and books, the stories have a very tense “Is everything going to work out ok?” vibe. I wanted to bring that into the game; a feeling that maybe you can’t win, but do; or that you’ve got the game won but then things can still go off the rails. This meant I needed a design with a bit of “swinginess” to it, and high variability from game to game.

I also wanted a design that could lessen the typical co-op quarterbacking. I added some asymmetry to the characters so it would be a bit harder for one player to always be telling other players what they should do. Lastly, I’ve never been a massive co-op fan. I like competitive, crunchy euros — and I wanted to bring some of that euro-crunch to a co-op game.

So, with these overriding principles, I now had to figure out if my design would work! Given the complexity of a rotating game board changing over time, that’s where I started.

### SOME OF THE MAIN BOARD PROTOTYPES

As I began testing with my earliest prototypes, it was soon obvious that players were drawn to the board design and the gameplay it fostered. I designed an action card system where players (and the monsters) move time forward anytime they play a card. Players choose a time slot on their player board (morning, afternoon, evening or night) to play a card to, and then increment the time on an inner corridor ring to match that time. When that ring comes back around to the morning, they move the outer ring to the

next day, slowly ticking away the 12 days of game time they have to track down and defeat the invading monster.

Playing actions cards and updating the time on corridor rings. This creates a compelling puzzle of what card to play and where, balanced against managing their collective time, and the fact that as the corridor rings rotate, they open and close access to different rooms, changing the pathways in the Manor and how the players and the monster can move and act.

### MOVING AROUND THE BOARD

All these connected systems meant playtesting and balancing the game was extremely challenging. When taking into account the 3 different monsters and 6 playable characters, I did more than 100 playtests over 14 months where I tracked all kinds of data points (combat, dice, the resource economy, monster strength, health, damage, card usage, and scarab volumes). And then there were dozens of more playtests after that to refine the experience even more.

### LOTS AND LOTS OF PLAYTESTING

As we entered 2022 things were coming together well and we started to show the game off at *BreakoutCon*, *GenCon*, *Shux*, and *Essen*. The reactions at those conventions were tremendous; people were clearly drawn to the very unique, rotating board but were also excited by the mechanics and gameplay that it facilitated. We were overwhelmed, exhausted and could barely speak. It was wonderful!



We’ve since partnered with Flat River Group to bring the game to retail and are signing deals to localize it in other markets, and momentum behind the game continues to grow! As the game nears release, I am very humbled and grateful for all the support along the way and hope my game will bring people together around a table to smile, laugh, and share a good time together.

...

*Mike Cassie has almost 30 years experience in product and game design, and has been involved in helping build several successful companies. An avid video game player since getting his first Atari 2600 at age 10, he later fell in love with modern board games in 2009 and began designing tabletop games soon thereafter. In 2020 he co-founded Greyridge Games with the goal to bring new worlds, characters, and stories to tables everywhere.*





# KOBOLDS ATE MY BABY!

## KOBOLDS ATE MY BABY! RPG: THE ORANGE BOOK

9LG 9025..... \$24.99 | Available April 2024!

### WHAT IS IT THAT THEY ARE SHOUTING?

From the very beginning, 9th Level Games has always been about shouting. Our first real game was *Kobolds Ate My Baby!* and as part of the game, you have to shout "ALL HAIL KING TORG" whenever anyone says the name of the King. But where did we get that idea?

So, it's a bit complicated, but buckle up and enjoy the ride.

First, you have to realize that we are OLD. This all started back in 1988. We had a group of friends that played Dungeons & Dragons together, and we lost a player. So, we searched for a new player when we realized that the guy we traded boot leg, pirated Commodore 64 games with was into the video POOL OF RADIANCE. One thing led to another and like that we were playing the official AD&D module – FRC1 "Ruins of Adventure." Everything went well until it didn't. And we nearly died at the hands of this orc band and their leader, a giant named... TORG.

Well, TORG became a rallying call for that group. "I'm going to torg that guy" or "I torg the carpet that really pulls the room together." The sorts of jokes to expect from a group of 12-year-olds who had dunked on a giant. You get the picture.

Now, flash forward to the mid-to-late-nineties, when I was in a band, and we were just starting 9th Level Games.

Everyone in our band was obsessed with Space Ghost Coast to Coast, an animated talk show with fictional superheroes, aliens, and other weird characters. Among those characters we took a special obsession with the character of Brak. Brak was first introduced

in a segment where all the characters said "HAIL BRAK" every time his name was said. We loved it so much; we made a song.

So, we're at Origins – and coming up with what in a week's time will be called *KOBOLDS ATE MY BABY!* We are trying to answer the question, "Why haven't kobolds been eradicated from the earth, since Adventurers are always killing them?" and the corollary "Why

do Kobolds keep fighting with Adventurers?"

Our solution: they are very hungry, they eat human babies, and they are more afraid of their king than of any adventurers. The

King needed a name and good old Torg was just waiting there. And so was All Hail.

But that's not the end of the story. Turns out the giant leader in "Ruins of Adventure" wasn't TORG, it was GORG, and we've had it wrong for all these years. I only just realized it as I spent \$5 on DriveThruRPG to get a copy of that long-forgotten module, so that I could write about it here today.

### AND OF COURSE, ALL HAIL.

PEANUT BUTTER MEET CHOCOLATE.

CHOCOLATE MEET PEANUT BUTTER. BLAMMO. HISTORY.

If you're ever at a convention and hear gaggles of people shouting "ALL HAIL KING TORG" be sure to join in the fun (unless, of course, you're afraid to be eaten by hungry kobolds) but don't correct them by saying GORG, because kobolds don't like to be corrected. Every year at Gen Con you can find a massive event with over a hundred people taking place in an annual *Kobolds Ate My Baby!* adventure. Be sure to check the event calendar this year for some special anniversary fun at Gen Con!

Inspiration comes from everywhere. You can see this in tons of tabletop games these days which constantly borrow phrases, concepts, and language from one another.

Blending those pieces of inspiration like this

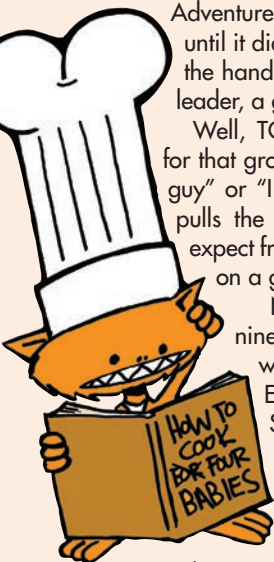
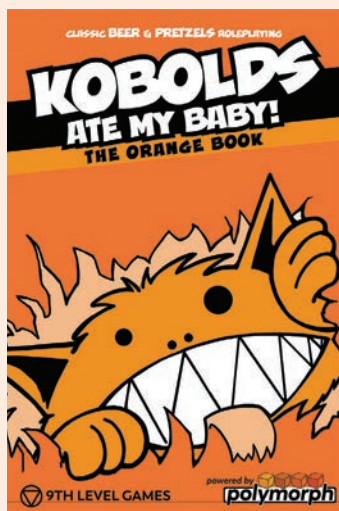
makes it the one-of-a-kind game you could only get from Chris O'Neill and 9th Level Games.

Don't miss out on the anniversary edition of *Kobolds Ate My Baby!* on store shelves now. ALL HAIL KING TORG!

Chris O'Neill, designer of *Kobolds Ate My Baby!*, and his partner Heather run 9th Level Games and have been growing their catalog of indie titles for 25 years! The recent

*Kobolds Ate My Baby! the Orange Book* celebrates that anniversary by blending the original concepts of the game with their in-house system polymorph.

*Polymorph* is a narrative-first system that assigns each player a single polyhedral die. When a player needs to make a check, they roll that die and check the number against what they're trying to do – and each number is assigned a stat. If they roll the correct stat, the roll is successful. Easy as that.





# BATTLETECH™

## CLASHING ARMIES



Experience a new *BattleTech*:  
modern, hexless, fast  
tabletop-style gameplay!



CAT35690:  
Alpha Strike Box Set



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# HOW RUDE IS TOO RUDE?

Loke Battle Mats



## THE DECK OF MANY (5E): INSULTS

LBM 051 ..... \$ 17.99 | Available Now!

The journey of two RPG map cartographers as they set out to product a deck of insults without actually offending anyone. By Matt & Tam Henderson.

Banter is often at the very heart of gaming together, and here at Loke Battle Mats HQ our table is no different. A little friendly roasting is a weekly occurrence, and it was this, along with an unexpectedly challenging outing playing a Bard, which led to the concept for the *Deck of Many Insults*.

This tongue in cheek marriage of *D&D* and the witty retorts of party games was embarrassingly easy to write. Once we got "in the zone" it quickly emerged that we had quite a lot to say! We immediately ruled out the (rather overused in our opinion) "Yo Mama" category, and set out to create 100 witty retorts that would insult everyone equally.

We have 2 different writing styles which proved quite complementary here. Once the initial "long list" was written, it was handed over to feedback and editing. A spreadsheet was duly compiled so we could clearly see how many bad words we used, what they were and track the anatomical references.

Humor, and how people take offence, always depends on the people involved, and the context. We wanted our Deck of Many Insults to offer a broad range of options, so we have divided it up approx. 50:50 for swears:non swears. We also had to keep all the monster & *D&D* references to what is in the creative commons. This unfortunately meant we could not include crackers such as "you're as useful as an umbrella in the Underdark" (credit to our international profanity consultant Jason Exum for that one).

And speaking of international profanity, as we are both from the UK we did make sure we ran everything past a US sense of humor so nothing is lost in translation!

One cheeky dragon picture later thanks to our cover artist James Hayball (the unredacted image is on the back of the cards) and we went to Backerkit to launch a Crowdfunding campaign. For this product we really wanted to crowdfund for a number of reasons. Primarily we wanted feedback on our concept, as this is a little different to our existing portfolio (hopefully you are aware of our *Book of Battle Mats* range of TTRPG map books!). And 1500 backers decided to come on this adventure with us!

We like to involve our family of backers in making the products, and for the *Deck of Many Insults* we ran a vote to decide on the design for the back of the cards. We commissioned James to draw our cover dragon "Birdy" in two iconic poses. The first being the classic "over the shoulder smoulder" look on the front of the box, and the second was front facing "flipping the bird". It was incredibly close (there was only 1 vote in it!!!), but the rear angle of Birdy the Dragon (in all its glory) graces the back of the cards, and we included the front angle on the card face, and the inside of the box. We have, of course, kept the out of the box shelf friendly.

So now we can proudly present the *Deck of Many Insults*.

100 cards to viciously mock your opponents and guarantee a verbal victory against any antagonist. They are also perfect for fun table banter, and a great way to get some lively conversation going, in and out of character!

We hope you have as much fun dealing out the insults as we have had writing them!

...





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #293

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

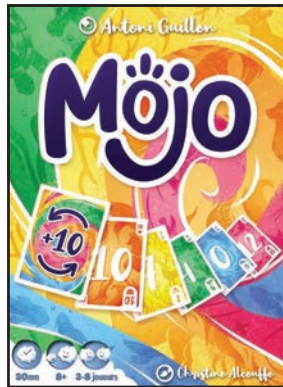
GTM 293 .....\$3.99

## 25TH CENTURY GAMES

### MOJO

To win, you will need to have as few points as possible at the end of the game. To do this, discard your big cards OR prefer to play the small ones. Part with your cards OR keep those of the same suit. Do you have the Mojo card? Be good or you may regret it! Scheduled to ship in July 2024.

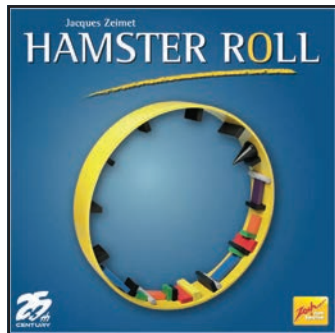
25C 65000 .....\$14.99



### HAMSTER ROLL

Imagine a hamster's exercise wheel made out of wood that's divided into numerous segments, with these segments being separated by low fences. That's the playing surface for Hamster Roll, a dexterity game in which players compete to play all of their pieces first. Scheduled to ship in July 2024.

25C 62000 .....\$49.99



### TASSO BANANA

Full of bananas on the banana trees! Stack your banana sticks on the game board. If you succeed in laying a stick on 2 sticks, you can play once more. Lay all your sticks first and win! Scheduled to ship in July 2024.

25C 48000 .....\$19.99



## 8 BIT BRUSH DESIGN



### LOCO LUCHAS

Jump into the wrestling ring and battle your way to victory! In Loco Luchas you go head-to-head against other players in the wrestling ring. Use your wrestler's agility, strength and charisma to win a match, then draw a bonus victory card to improve your chances for future matches. Maybe you'll pick up a folding chair to buff your strength? Or how about a feather boa to boost your charisma? Maybe you can use the Smack Talk card to boost a stat of your choice! Scheduled to ship in August 2024.

LOL U001 .....\$19.99

## 9TH LEVEL GAMES



### KOBOLDS ATE MY BABY! RPG: THE ORANGE BOOK

The cult classic Kobolds Ate My Baby! returns with a new edition for the 25th anniversary! It's faster, easier, and funnier than ever! All Hail King Torg! For kobolds in the service of King Torg (ALL HAIL KING TORG!) their life will undoubtedly be silly, brutal, and short. Shout 'All Hail King Torg' on your way to ignominious death - now with polymorph rules! Scheduled to ship in April 2024.

9LG 9025.....\$24.99

## AFINON GAMES

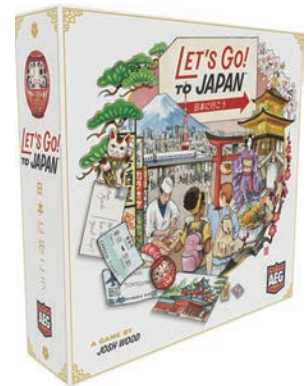


### SONGNARIO

Songnario is a music based card game that's designed to facilitate a good time with groups of friends and families. Each round is a competition between the players to find and play and/or perform a song that will 1) fit the scenario of the card that was read by the judge, 2) fit into the chosen musical genre - randomly selected by a roll of a die, and 3) convince the judge that your song and/or performance is the best. The judges rotate after each round so everyone gets to play all aspects of the game. Scheduled to ship in June 2024.

AFI SN001 .....PI

## ALDERAC ENTERTAINMENT GROUP



### LET'S GO! TO JAPAN

Pack Your Bags! Get ready to plan and experience your own dream vacation to Japan! While bouncing between Tokyo and Kyoto, you'll visit can't miss tourist attractions and local flavor. Using over 100 beautifully illustrated cards drawn by Japan-based artists, you will discover activities and strategically place them to create your week-long itinerary. Puzzle out the optimal activities to maximize your experience while balancing your resources. Play competitively or solo, earning victory points by successfully navigating the cities, making the most out of your favorite activities, and by fulfilling your personal goals. The most wins, but everyone has the chance to create a memorable vacation.

AEJ 7116.....\$49.99

## ARES GAMES



### WAR OF THE RING: CARD GAME FREE PEOPLES - CARD BOX AND SLEEVES (RADAGAST VERSION)

War of the Ring The Card Game Free Peoples - Card Box and Sleeves (Radagast Version) is the new addition to our new War of the Ring - The Card Game, and it features wonderful art created for the Free Peoples cards. Scheduled to ship in July 2024.

AGS WOTR155 .....\$15.90





# WAR OF THE RING: CARD GAME - SHADOW CARD BOX AND SLEEVES (RED BANNERMAN VERSION)

War of the Ring The Card Game - Shadow Card Box and Sleeves (Red Bannerman Version) is the new addition to our new War of the Ring - The Card Game, and it features wonderful art created for the Shadow cards, including the Shadow logo by Francesco Mattioli and the iconic "Red Bannerman" art

by Kuo Yang, together with the cover illustration of the expansion Fire and Swords by John Howe. Scheduled to ship in July 2024.  
AGS WOTR156..... \$15.90

## THE ARMY PAINTER

## SPOTLIGHT ON



### WARPAINTS FANATIC: MOST WANTED PAINT SET

With the Warpaints Fanatic Most Wanted Set, we have selected 22 must-have colours from the Fanatic range. Whats more, each colour in this set is hand-selected to match and work with the Starter Set and Mega Paint Set making it the perfect add-on set to expand your range. Easy enough for a beginner, fast enough for a gamer, yet capable enough for the best painters in the world - Warpaints Fanatic features an insanely pigment dense formulation set in a premium resin base with proprietary stabilizers to ensure smooth, effortless application.  
TAP WP8071..... \$99.99



## BANDAI CO.

## SPOTLIGHT ON



# DIGIMON CARD GAME

### DIGIMON TCG: DIGIMON LIBERATOR BOOSTER DISPLAY (24) (EX-07)

Digimon Liberator, an original story from the *Digimon Card Game*, has begun in the form of a webcomic! It is an original webcomic based on the *Digimon Card Game*, and serialization will begin from Spring 2024. A new chapter will be revealed each month, so don't miss them! This set includes many Digimon and Tamers that appear for the first time in this series. The conventional Common card slots will be included as [Limited Common] or [Limited Uncommon], which has different specifications from the Common and Uncommon cards of the same set increasing the enjoyment of opening packs! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2750238..... PI

# DIGIMON CARD GAME

### DIGIMON TCG: FABLE WALTZ STARTER DECK DISPLAY (6) (ST19)

New characters from the new *Digimon* card game project *Digimon Liberator* appear in the deck! The Yellow Deck excels at Deployment + Weakening. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2750237..... PI

### DIGIMON TCG: GUARDIAN VORTEX STARTER DECK DISPLAY (6) (ST18)

New characters from the new *Digimon* card game project *Digimon Liberator* appear in the deck! The Green Deck excels at Rest + Continuous Attack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2750236..... PI

# DRAGON BALL CARD GAME

### DRAGON BALL SUPER MASTERS TCG: PREMIUM 7TH ANNIVERSARY BOX 2024 DISPLAY (4)

Celebrating the 7th anniversary of the *Dbzcg Masters*, this set includes a powerful leader card with a gorgeous design! Well also include a super special version of the card at a low inclusion rate. The super special version of the Premium 7th Leader has a new design that has never been seen before! With powerful synergy with cards from Z8, the 7th anniversary deck is not to be missed! This collection features fan-favorite past leader cards with special upgraded specifications. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2729030..... PI

### DRAGON BALL SUPER MASTERS TCG: ZENKAI - SET 09 BOOSTER DISPLAY (24) (B26)

A special Japanese style design God Rare! This time they will be available in a Japanese-style design, something we have never done before. Experience a completely different style from the previous God Rare cards! The Alt-art Leader Cards are now available in a completely different design than the previous ones. Get your very own Alt-art Leaders! Featuring characters like Broly, Gogeta, Cell, and more! This lineup includes some of the most popular characters among Dragon Ball fans. Guaranteed to be as good as the Z8! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2741326..... PI

## SPOTLIGHT ON



# ONE PIECE CARD GAME

### ONE PIECE TCG: PREMIUM BOOSTER DISPLAY (20) (PRB-01)

Features reprints of popular cards from OP01 to OP06 and event-exclusive promotional cards, such as Mihawk from OP01 and Doflamingo from OP04! Includes new parallel illustrations created for this set. Plus, don't miss out on cards from previous packs with new elements! Includes special DON!! cards designed exclusively for this set. The designs depict popular characters, and there are even some rare parallel edition DON!! cards with luxury elements. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2746339..... PI

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-15)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Doflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2746333..... PI

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-16)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Doflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2746334..... PI



# ONE PIECE

## CARD GAME

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-17)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Dollflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2746335..... PI

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-18)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Dollflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2746336..... PI

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-19)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Dollflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2746337..... PI

### ONE PIECE TCG: STARTER DECK DISPLAY (6) (ST-20)

Six colors of decks for beginners releasing at the same time! Includes 1 PRB-01 pack, featuring reprints of popular cards from past packs. Even newcomers can strengthen their decks and enhance their *One Piece Card Game* experience! Six colors of Starter Decks featuring Leaders Red Newgate, Green Uta, Blue Dollflamingo, Black Smoker, and Yellow Katakuri which are from previous series. Simple Leader effects and color characteristics make this an ideal product for newcomers! Each deck contains 5 cards with new text. Add these 5 new cards to an existing battle style and evolve your strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2746338..... PI

# SANDLAND

## TACTICAL CARD BATTLE

Akira Toriyama's SAND LAND

### SAND LAND TACTICAL CARD BATTLE: STARTER DECK DISPLAY (6)

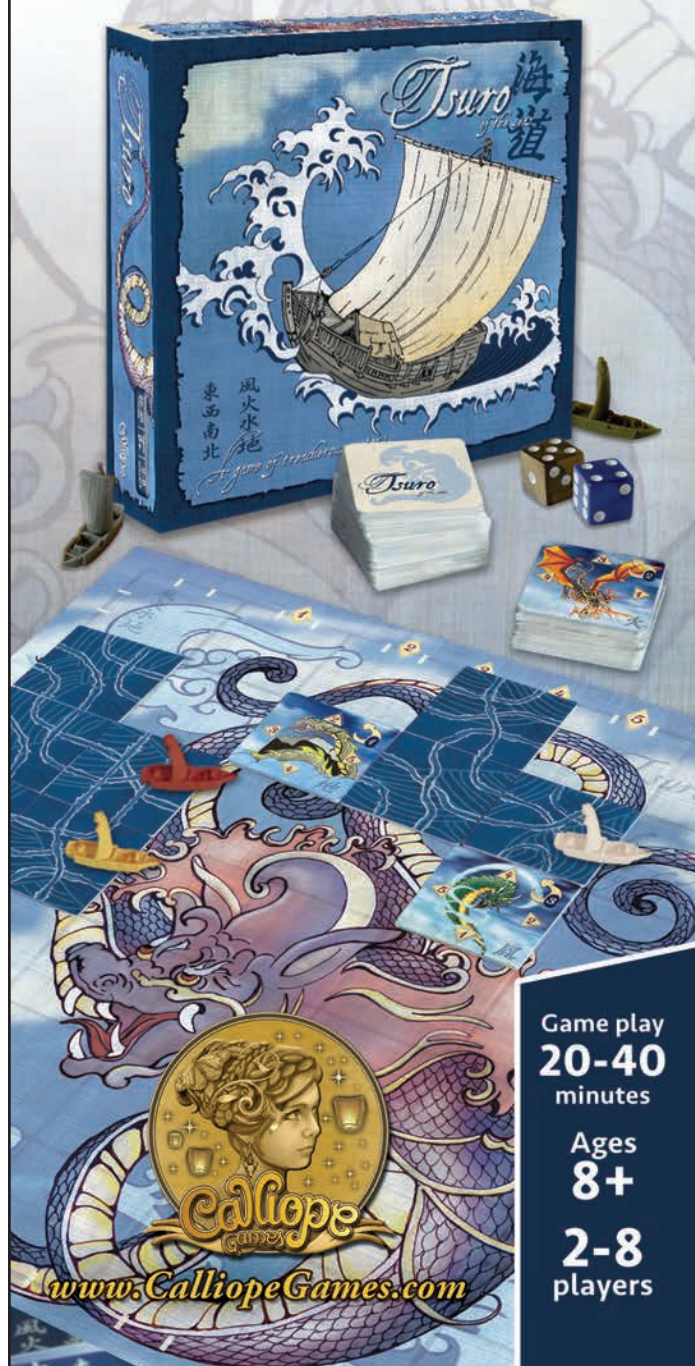
Features the *Sand Land* world and includes characters from the new storyline! New card sets will be timed to match the anime plot with speedy releases. The creator of this game is none other than Richard Garfield, trusted by players everywhere! Board gamers and TCG players will want to try his newest design. Card game users can experience the fun of building decks every round! Devise round-winning strategies by carefully choosing cards from your hand to play or scrap at the start of each round. Fight strategic battles where both you and your opponent can try to predict the other's moves! Unit battles can be used to add effects or missions/quests for endless possibilities in your strategies. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2744800..... PI

# Tsuro

of the seas

**Your Voyage Begins!**  
Navigate the treacherous waters  
of the Mystic Seas! Survive the  
Daikaiju and return safely to the  
Emperor with tales of glory!



Game play  
**20-40**  
minutes

Ages  
**8+**

**2-8**  
players

[www.CalliopeGames.com](http://www.CalliopeGames.com)



# SPOTLIGHT ON



TRADING CARD GAME

# UNION ARENA

ユニオニアrena

## UNION ARENA TCG: BLEACH: THOUSAND-YEAR BLOOD WAR BOOSTER DISPLAY (16) (UE01BT)

Ichigo and popular characters from the Thirteen Court Guard Squads and Stern Ritters gather in large numbers! The booster pack also includes a foil-stamped card signed by Ichigo's voice actor, Masakazu Morita. It is a product that fans of *Bleach* will not want to miss out on. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733185.....PI

## UNION ARENA TCG: BLEACH: THOUSAND-YEAR BLOOD WAR STARTER DISPLAY (6) (UE01ST)

Each of the starter decks is essential to begin your *Union Arena* experience. Learn to play your favorite deck, recreate the scene, and play against another title! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733184.....PI

# SPOTLIGHT ON



TRADING CARD GAME

# UNION ARENA

ユニオニアrena

## UNION ARENA TCG: HUNTER X HUNTER BOOSTER DISPLAY (16) (UE02BT)

Hunt the prey with your friends, courage, and wit! This set includes the highly popular Greed Island arc, allowing players to recreate all of the *Hunter X Hunter* style moves. Booster packs include a foil-stamped card signed by Megumi Han, Gons voice actress! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733182.....PI

## UNION ARENA TCG: HUNTER X HUNTER STARTER DISPLAY (6) (UE02ST)

Each of the starter decks is essential to begin your *Union Arena* experience. Learn to play your favorite deck, recreate the scene, and play against another title!

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733180.....PI

## UNION ARENA TCG: PLAYMAT AND HALF STORAGE BOX SET - BLEACH: THOUSAND-YEAR BLOOD WAR

Don't miss the very first accessory from *Union Arena*! Arrange your card game environment with your favorite title and lead the victory!

BAN 2750574.....PI

## UNION ARENA TCG: PLAYMAT AND HALF STORAGE BOX SET - HUNTER X HUNTER

Don't miss the very first accessory from *Union Arena*! Arrange your card game environment with your favorite title and lead the victory!

BAN 2750575.....PI

## UNION ARENA TCG: PLAYMAT AND HALF STORAGE BOX SET - JUJUTSU KAISEN

Don't miss the very first accessory from *Union Arena*! Arrange your card game environment with your favorite title and lead the victory!

BAN 2750573.....PI

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SWORD IMPULSE GUNDAM**  
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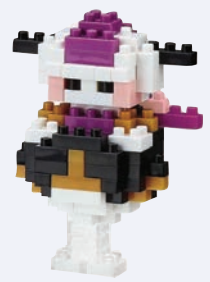
**SPOTLIGHT ON**



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BNT NAN20196 ..... \$9.00

## CRYPTOZOIC ENTERTAINMENT

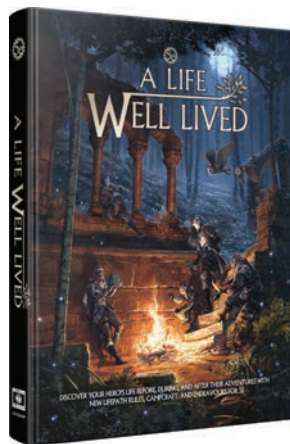


### DC COMICS DBG: JUSTICE LEAGUE DARK (STANDALONE OR EXPANSION)

This entry in the DC Deck-Building Game series puts you in the supernatural shoes of the DC team that steps in when challenges arise that are too mystical for regular Super Heroes. Become a member of the Justice League Dark as you Seal the threats of magical Super-Villains and Transform your cards

into more powerful forms. Scheduled to ship in June 2024.  
CZE 80269 ..... \$49.99

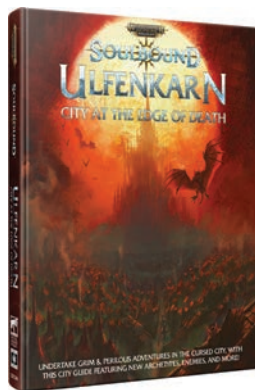
## CUBICLE 7



### A LIFE WELL LIVED (5E)

A Life Well Lived accompanies an adventurer throughout their life, from their humble origins through their heroic quest, and ultimately, if they're lucky, their retirement from the dangerous path of adventure. A perfect book to add depth and meaning to your games. Create fully realized characters whose life experiences influence the skills they learn before the adventure begins. Scheduled to ship in May 2024.

CB7 0609 ..... \$39.99



### WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: ULFENKARN - CITY AT THE EDGE OF DEATH

A doomed city of Ulfenkarn on the precipice of destruction. A foul Vyrkos vampire lord transforming this once-proud metropolis into hunting grounds for his Thirsting Court of monsters. Can a band of wayward heroes stand up against this unassailable foe and save the city before it is too late? *Ulfenkarn: City at the Edge of Death* offers players and GMs a comprehensive city guide for running Warhammer Age of Sigmar: Soulbound games set in the legendary Cursed City. Scheduled to ship in May 2024.

CB7 2540 ..... \$49.99

## DRACO IDEAS

### NEXUM GALAXY: ASTEROIDS EXPANSION

Expansion Asteroids that compliments the base game Nexum Galaxy. With this expansion, Nexum Galaxy becomes completely a 4X game (eXplore, eXpand, eXploit and eXterminate). It also introduces asymmetry in the factions, technology, new resources, more ships... Increases replayability by adding new Systems to those included in the base game, as well as Event and AI cards. Special Multibattle mode. Play several games simultaneously, by sides transferring ships and resources between tables, through Wormholes. Scheduled to ship in June 2024.

DRA 08001 ..... \$29.00



### NEXUM GALAXY: FLEET MINIATURES

Box with 120 miniatures of four different shapes and colors to dramatically enhance Nexum Galaxy games. Optionally complements the game Nexum Galaxy and its expansion Asteroids. Ideal size for use in your own games, or completing other games. Fight for your civilization! Conquer planets,

plunder, extract energy, capture relics, create and mobilize your fleets of ships to achieve control of the Galaxy. Scheduled to ship in June 2024.

DRA 08002 ..... \$25.00

### SCOPE PANZER

SCOPE Panzer is a game for 2 players, with quick games of 15 minutes of duration, recommended from 12 years of age. Third installment of the saga, with a very different air within the SCOPE system, and that combines the hidden movement by grids with a great amount of strategic possibilities. Scope PANZER is a card game of combat between tanks in the European theater of WWII. Scheduled to ship in June 2024.

DRA 03000 ..... \$19.99



## DRACO STUDIOS



### THE RISE OF ITZA

*Dragonbond: The Rise of Itza* follows the young outcast necromancer Itza Chapula as she fights to defend her people from the threat of war, armies of the living and the dead, and a dragon hell bent on the destruction of her home. When she's killed by a dragon in a desperate attempt to protect the innocent, Itza finds her essence being torn back from the embrace of the Vaala and restored to her body. Given a second chance at life, having glimpsed a string of possible futures yet to unfold, she must embrace her destiny, forming an unlikely alliance, to save Valerna from itself. Scheduled to ship in May 2024.

DAO 29100 ..... \$19.99

## DRAGON EGG GAMES

### THE CITY OF MYRKESH DBG

*City of Myrkesh* is a City Traversal Deckbuilding game where players will use coin to recruit allies to their side, use speed to traverse around the city and use power to attack the monster to gain the most prestige. Recruit cards from Five Unique Districts: Merchant's Row, Royal Courts, Industrial Grounds, Wilds or the Undercity. Combine their mechanics and synergies to carve your way to victory. Scheduled to ship in September 2024.

GSG 01000 ..... \$55.00





## DYCE GAMES



### FIRST TO WORST

*First To Worst* is the ultimate multi-generational game of polarizing priorities! In this fun collaborative game, players try to get into each others' heads by guessing how fellow players rank a variety of topics in priority order of 1 through 5. Match more right than wrong and victory is yours! Scheduled to ship in July 2024.  
DYE 1300 .....\$24.99

## EAGLE-GRYPHON GAMES

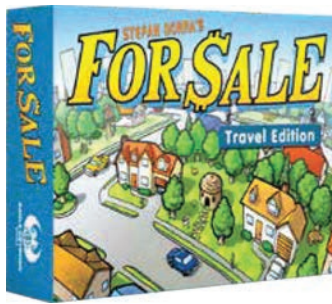


### A BARD'S DAY NIGHT

*A Bard's Day Night* is a 2-4 player card game of bidding, bluffing, and belting out verses. Players compose ballads by putting together verses made of 5 cards. The ballad cards can combine into over 2 million different hilarious sentences like *A One-Eyed Barn Cat Charms a Lonely Vampire Who is Cursing a Vindictive Warlock*. In playing cards, they also receive a reward of onions, tomatoes, or cabbages tossed at them! Using that bounty of food, bards bid on the right to perform each part of the verse for the crowded house of tavern-goers. The winners collect those ballad cards, hoping to have the majority of certain symbols by the end of the game. When playing the game, the bottom of the box also serves as the tavern table, holding extra food cards for those who lose their bids. Scheduled to ship in June 2024.  
FRD 102417.....\$25.99

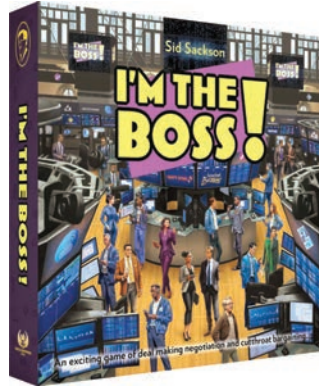
### CRUNCH TIME

In *CRUNCH TIME*, each coach has a team of 5 players. As the coach, you will use your shot cards to set up your plays in several zones on the basketball court. The more players you have undefended in the proper zones, the more points you will score. If one of your players is in a zone that matches your star card, they can make an astounding shot and score extra points. Score more points than your opposing coach to win the game. Scheduled to ship in June 2024.  
FRD 102412.....\$24.99



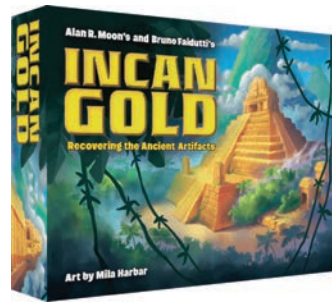
### FOR SALE: TRAVEL EDITION

This is the small box, travel edition (only 5.75" x 4.25" x 1.25") of the classic filler game. One man's castle is another man's cardboard box... or maybe his RV, tree house, igloo or skyscraper. In this fast-paced game of bidding and bluffing to get the highest-ranking properties, it isn't how much you pay for the properties; it's how much you sell them for. All players try to purchase the most valuable properties for the least amount of money and then flip them (turn around and sell those properties) for the highest-valued Currency Cards. Whoever has earned the most money at the end of the game wins. Scheduled to ship in May 2024.  
FRD 102444.....\$17.99



### I'M THE BOSS!: 2023 EDITION

*I'm the Boss!* has every player trying to make a deal. Up to fifteen deals can be made throughout the game, but every player cannot be part of every deal... so let the negotiations and the FUN begin! Each player who is part of a successful deal will receive a certain amount of money. Just how much money they earn depends upon the deal agreed to between the players and the Boss for that round. Complications arise as each player uses their action cards to derail negotiations, insert themselves into a deal, take over the role of boss, and otherwise muck up the smooth flow of deal-making that other players had hoped to achieve. Scheduled to ship in June 2024.  
FRD 102418.....\$39.99



## INCAN GOLD: NEW EDITION

*Incan Gold* is an award-winning game in which players push their luck as they head into a ruined temple, attempting to recover the most gems and artifacts. Each turn, a card is turned over that with new treasures or a new hazard. Players can attempt to escape, keeping the loot that they've acquired, or stay in the temple, hoping for more reward. This new edition of *Incan Gold* features all-new art by Mila Harbar, and includes the *New Dangers* expansion. Scheduled to ship in May 2024.

FRD 102424.....\$29.99



### SACKSON LEGACY COLLECTION: BLUE BOX

The *Blue Edition* includes the following 3 games: *I'm the Boss: The Dice Game*, *Banana Blitz*, and *Scope*. Scheduled to ship in June 2024.  
FRD 102422.....\$34.99



### SACKSON LEGACY COLLECTION: RED BOX

The *Red Edition* includes the following 3 games: *Cinema*, *Dig Site*, and *Bowling Solitaire*. Scheduled to ship in June 2024.  
FRD 102421.....\$34.99



### TANIS

*TANIS*, named after the ancient city in Lower Egypt, is a unique tile-digging game for 2 players. The game begins with 40 beautiful wooden domino-sized tiles randomly placed in the custom-made box. These tiles represent pieces of scrolls that the players are trying to reassemble in this fast-playing competitive game. The players also have cards that provide special powers that may be used to enhance their actions. A single game takes under 20 minutes to complete. Scheduled to ship in June 2024.  
FRD 102416.....\$34.99

## ENVY BORN GAMES



### CONFUSING LANDS

*Confusing Lands* is a microgame for 1 to 2 players in which each player creates their own wacky floating landscape! Get ready to discover majestic mountains, trace flowing rivers, and encounter the occasional cute little deer! Players take turns playing cards containing various symbols and scoring conditions. Once both players have played 8 cards, they each tally points based on a single shared scoring condition as well as the other scoring conditions present in their finished landscapes. The winner is the player that created the best confusing landscape! Which is to say... the player with the most points at the end of the game! Scheduled to ship in September 2024.

BBO 604.....\$14.99





### DON'T GET DRUNK

Warning: Don't Get Drunk is not for the weak hearted! *Don't Get Drunk* is the ultimate party game that's bound to make anyone who plays it laugh out loud and have a night full of fun. *Don't Get Drunk* is the drinking game you've been waiting for, with 4 separate types of cards in the game, mini games, unique spots, and short / long cuts you're definitely going to have a crazy fun night! Scheduled to ship in June 2024.

BBO 101 ..... \$29.99

## EXALTED FUNERAL PRESS

### ARKOS: AN ADVENTURE FOR TROIKA!

A science-fantasy RPG adventure for *Troika!* where players explore a City-Sphere caught in the terrifying rise of a God of Law turned tyrant. A detailed metropolis with four nightclubs, a subway system, inns, taverns, and dozens of NPCs to interact with. Also includes two dungeon crawls. 11 new backgrounds including Walking Bazaar and Mechanical Universalist, new spells, new items and new enemies! *Arkos* is an independent production by J. A. Kordosh and Exalted Funeral and is not affiliated with the Melsonian Arts Council. Scheduled to ship in July 2024.

EFP 01042 ..... \$25.00



### THE FOREST PRIMORDIA: AN ADVENTURE FOR TROIKA!

The players are lost in the depths of the mirror mind skies, shipwrecked upon an uncharted forest world. Abandoned, hollowed-out spheres float above them, exquisite and doom-laden. The GM weaves multiple stories to create a vibrant, living world for the players to interact with: A scheming devotee of Chaos gleefully willing to sacrifice anything to resurrect and long-forgotten god. A village of dreamers and artisans living off the fat of that god's soulless shell of a body. A cohort of mechanical knights whose faith has been eroded by their tedious, millennia-long vigil. An intrepid doctor determined to experience the wildest aspects of the Omniverse. *The Forest Primordia* is an independent production by J. A. Kordosh and Exalted Funeral and is not affiliated with the Melsonian Arts Council.

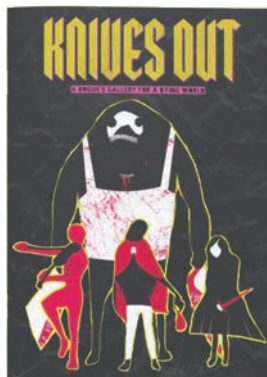
Scheduled to ship in July 2024.

EFP 01041 ..... \$22.00

### KNIVES OUT: MORK BORG SUPPLEMENT

*KNIVES OUT* features way too many knives, a side of rapiers and fencing rules, a seedy tavern (called the Rouge Rogue) that's home to an underground enclave of rogues, a handful of jobs that should be done with discretion, a detective class that doesn't believe in luck or fate, and a huge heist (written by Tessa of Sailing Fox Press!) to steal the crown of a time-lost mad king! And more. Sure, it's compatible with *MORK BORG*, but there's also a companion guide to use it with *Frontier Scum!* Yeehaw! *KNIVES OUT* is an independent production by Greyson Yandt and Exalted Funeral and is not affiliated with Ockult Ortmastare Games or Stockholm Kartell. Scheduled to ship in July 2024.

EFP Z0089 ..... \$15.00





# Axis & Allies

ANNIVERSARY EDITION





## SPRING 1941 THE WORLD IS AT WAR!

- Celebrate the 40th Anniversary of Axis & Allies!
- Huge 24" x 46" game board!
- Over 650 Plastic Miniatures!
- Adds Italy as the third Axis Power!

RGS02670    MSRP \$130

## AVAILABLE JUNE 2024

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GAMES

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GTM

MAY 2024

33





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**OLD-SCHOOL ESSENTIALS: ADVENTURE ANTHOLOGY 1**  
Four short adventures for *Old-School Essentials*, each crafted by a leading old-school writer. PCs search for gold and glory will take them from disease-ridden sewers and bejeweled vaults, to sinister temples and to the deep void of space. The Jeweler's Sanctum (level 13): Written by Giuseppe Rotondo, illustrated by Mark Lyons. Curse of the Maggot God (level 23): Written by Glynn Seal, illustrated by Peter Pagano. The Sunbathers (level 3): Written by Brad Kerr, illustrated by Chris Malec. The Comet That Time Forgot (level 9+): Written by D. M. Wilson and Sarah Brunt, illustrated by Stefan Poag. Scheduled to ship in July 2024.  
EFP NG0026 .....\$20.00



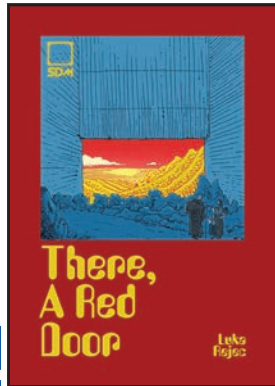
**OLD-SCHOOL ESSENTIALS: ADVENTURE ANTHOLOGY 2**  
Four short adventures for *Old-School Essentials*, each crafted by a leading old-school writer. PCs search for gold and glory will take them from dusty barrow mounds and gnomish shrines, to sinister cathedrals and accursed stepwells. Barrow of the Bone Blaggards (level 13): Written by Chance Duffinack, illustrated by Letty Wilson. Delve into the slime-filled lair of a grease dragon and her amphibious minions. Cathedral of the Crimson Death (level 46): Written by Diogo Nogueira, illustrated by Justine Jones. The Ravens Ghat (level 68): Written by Brian Yaksha, illustrated by Sajjan Rai. Scheduled to ship in July 2024.  
EFP NG0027 .....\$20.00



**PORTENTS OF THE DEGLOVED HAND (MORK BORG COMPATIBLE)**  
*Portents of the Degloved Hand* is an Omen Sacrifice Deck, compatible with *MORK BORG*. Scheduled to ship in July 2024.  
EFP 01039-1 .....\$35.00



**PORTENTS OF THE DEGLOVED HAND: LIMITED EDITION (MORK BORG COMPATIBLE)**  
*Portents of the Degloved Hand* is an Omen Sacrifice Deck, compatible with *MORK BORG*. This Exclusive Limited Edition Deck features a matte black with spot gloss cover and glow in the dark dice! Scheduled to ship in July 2024.  
EFP 01040 .....\$50.00



**ULTRAVIOLET GRASSLANDS: SYNTHETIC DREAM MACHINE - THERE, A RED DOOR**  
Sublimate your spirit with this Synthetic Dream Machine art zine. Compatible with UVG 2E. New discoveries in the Red and Twice Illuminated and Near Ultraviolet lands. New spells, foolish and devastating, for your wizards. An item or two, to round things off. Features: 16 illustrations, Locations, Spells, Demaginations, Vision fodder for a trip or two. Scheduled to ship in July 2024.  
EFP Z0091 .....\$15.00

FANROLL

SPOTLIGHT ON



**CATAN INCLUSION DICE SET (5)**  
Scheduled to ship in July 2024.  
MET 11100 .....\$24.99

**CATAN PREMIUM ROBBER & METAL DICE SET**  
Scheduled to ship in July 2024.



**CAT'S EYE AQUAMARINE**  
MET 11104 .....\$29.99



**OPALITE**  
MET 11102 .....\$29.99



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MET 11101 .....\$29.99



**TIGER'S EYE**  
MET 11103 .....\$29.99

SPOTLIGHT ON



**MYSTERY MISFIT GEMSTONE MYSTIC MINES DICE SET (7)**  
Scheduled to ship in June 2024.  
MET 9204 .....\$49.99



## TALES OF THE VALIANT RPG

Scheduled to ship in June 2024.



### 35MM MEGA D20

MET KP002 .....\$19.99



### FOLD UP DICE TRAY

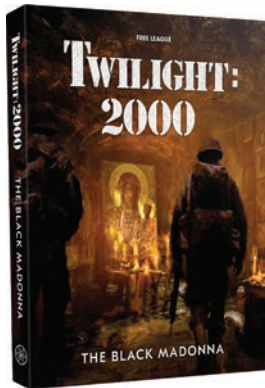
MET KP003 .....\$19.99



### SILVER W/ LIGHT BLUE ENAMEL (7)

MET KP001 .....\$49.99

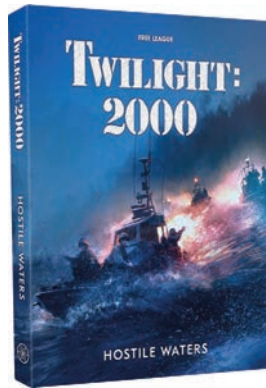
## FREE LEAGUE PUBLISHING



### TWILIGHT 2000 RPG: THE BLACK MADONNA

The *Black Madonnas* is a campaign expansion for the fourth edition of *TWILIGHT: 2000*, based on the classic adventure with the same title for the first edition of the game. This new and updated supplement is written by the original author, Frank Frey, and Chris Keeling. This boxed set includes new rules, new weapons, an overview of the Silesia region of Poland, new encounters, new factions for the PCs to tangle with, new scenario sites to explore, and details on the Black Madonna itself and its secrets.

FLF T2K010 .....\$39.99



### TWILIGHT 2000 RPG: HOSTILE WATERS

*Hostile Waters* for the new edition of RPG classic *TWILIGHT: 2000* is a modular expansion that includes everything you need to play in a marine environment. *Hostile Waters* is loosely based on *Pirates of the Vistula* for the first edition of *TWILIGHT: 2000* but designed to be used for any waterways. This boxed set includes new combat and travel rules for marine environments, military watercraft large and small, new factions for the PCs to tangle with, new plots to unravel, and new scenario sites to explore including the USS Maine Ohio-class nuclear submarine.

FLF T2K009 .....\$39.99

## FUNNY FOX



### PASS PASS

In the trick-taking game *Pass Pass*, you need to create temporary alliances and use cunning strategies so that your card's color is in the majority and you can win cards and valuable diamonds. Each round, players start with eight number cards in hand; cards come in four suits. The first player leads a card of their choice, then each other player plays a card of their choice. Whichever color collectively has the highest sum wins the trick. More specifically, whoever played the highest card in this color takes one of the played cards and adds it to their collection; whoever played the second highest card in this color adds the two cards with the lowest values to their collection, then leads the next trick.

HBG FUPAS .....\$14.99

**Tsuru**  
*The game of the Path.*

**Your Journey Begins!**  
Elegant gameplay and gorgeous art  
bring to life this zen-like modern  
classic, with intuitive yet strategic  
design to satisfy all players

Game play  
**15-20**  
minutes

Ages  
**8+**

**2-8**  
players

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# CLASH OF STEEL: OPERATION UNTHINKABLE

## AMERICAN v.s. SOVIET



Includes 21 Miniatures

## GERMAN v.s. BRITISH



Includes 17 Miniatures

IT'S 1948 AND THE WAR HAS STARTED AGAIN.  
HOW WILL YOU RE-WRITE HISTORY?

Clash of Steel is a brand-new game from GF9. It features **Dynamic Mission Based Game Play** to ensure that every battle is unique and cinematic. Based on an **Alternative History** where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Players take to the tabletop with one of four initial nations in **Epic Tank-On-Tank Combat** using **Highly Detailed Multi-part Plastic Miniatures**, battling over objectives in an attempt to control the battlefield and defeat their enemies.

The *Clash of Steel* Starter Sets contain everything a player needs to get started, including rules, miniatures, dice, tokens and much more...

AVAILABLE NOW

CS01 &amp; CS02

\$75

## REINFORCEMENTS



### Soviet

IS-3 Heavy Company (x5 )	
CS001.....	\$50
ISU-130 Assault Gun Battery (x5 )	
CS002.....	\$50
T-54-1 Company (x5 )	
CS003.....	\$50
IS-2 Heavy Company (x5 )	
CS004.....	\$50
T-34/85 Scout Company (x4 )	
CS005.....	\$40
SU-100 Tank-Killer Battery (x5 )	
CS006.....	\$50



### American

T28 Assault Platoon (x3 )	
CSU01.....	\$30
T29 Super-Heavy Platoon (x3 )	
CSU02.....	\$30
M26 Pershing Platoon (x3 )	
CSU03.....	\$30
M4A3E8 Easy Eight Platoon (x3 )	
CSU04.....	\$30
M4A3E2 Jumbo Platoon (x3 )	
CSU05.....	\$30
M24 Chaffee Recon Platoon (x3 )	
CSU06.....	\$30
M36 Jackson Tank Destroyers (x4 )	
CSU07.....	\$40
M18 Hellcat Tank Destroyers (x4 )	
CSU08.....	\$40



### German

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CSG03.....	\$30
Tiger I Platoon (x3 )	
CSG04.....	\$30
Jagdtiger Tank-hunters (x2 )	
CSG05.....	\$20
Hornisse Tank-hunter Platoon (x4 )	
CSG06.....	\$40
Panzer IV/70 Tank-hunters (x4 )	
CSG07.....	\$40
Puma Scout Troop (x4 )	
CSG08.....	\$40



### British

Tortoise Assault Troop (x3 )	
CSB01.....	\$30
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CSB02.....	\$30
Churchill Assault Troop (x3 )	
CSB03.....	\$30
Comet Armoured Troop (x3 )	
CSB04.....	\$30
Challenger Armoured Troop (x3 )	
CSB05.....	\$30
Cromwell Recce Troop (x3 )	
CSB06.....	\$30
Archer Anti-Tank Troop (x4 )	
CSB07.....	\$40

AVAILABLE NOW



# DUNE

## DUNE IS BACK ON THE BIG SCREEN! EXPLORE ARRAKIS FOR YOURSELF

### DUNE: A GAME OF CONQUEST, DIPLOMACY & BETRAYAL



Dune the board game has established itself as an icon of the tabletop over the last 45 years; allowing players to take the role of one of the factions of Arrakis, all of whom have their own special powers that uniquely impact the game, and attempt to gain power through control of the strongholds of Dune.



AVAILABLE NOW

DUNE01

\$60

### DUNE: A GAME OF CONQUEST & DIPLOMACY



Dune: A Game of Conquest and Diplomacy builds on over 40 years of development, refinement and evolution from the original classic game and lets you take control of one of the four great factions; Atreides, Harkonnen, Fremen, or Imperium and vie to control the most valuable resource in the universe: melange.



AVAILABLE NOW

\$60

DUNE05

### DUNE: ARRAKIS



Arrakis: Dawn of the Fremen is a brutal, cutthroat game about control of the desert planet in which you lead a tribe of Fremen warriors who need to gather scarce resources, develop weapons & sietches to survive, and harness the power of sandworms for battle.



AVAILABLE NOW

DUNE07

\$60

### DUNE: BETRAYAL



Dune: Betrayal is a social deduction game where you are secret agents, representing different roles within the famous factions vying for control amid the sands of Dune using tactics and deception.



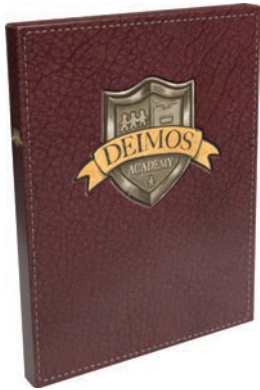
AVAILABLE NOW

\$30

DUNE06



## GAME AND A CURRY GAMES



### DEIMOS ACADEMY RPG

Forgery is a story of a down-on-her-luck art forger named Tempest, who receives a new commission to recreate a painting that they discover is cursed over time. It is a solo tabletop roleplaying game where the player (you) will be coloring in a paint-by-numbers image. The colors that you choose determine the outcome to the story. Scheduled to ship in April 2024.

GAC C1011 .....\$34.99

## GIGAMIC

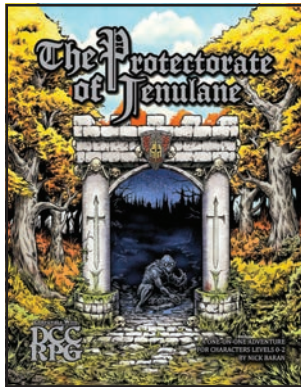
### QUORIDOR PAC-MAN

Embark on a new adventure with *Quoridor Pac-Man*, an exclusive edition of *Quoridor* that allows you to play as either PAC-MAN or one of the four ghosts. Explore two game modes: opt for the classic *Quoridor* challenge that has you navigating through the maze, or dive into a variant that brings back the nostalgic vibes of the iconic PAC-MAN video game!

HBG GCPAC-EN .....\$44.99



## GOODMAN GAMES



### THE PROTECTORATE OF JENULANE

*The Protectorate of Jenulane* is an engaging one-on-one adventure for a GM and a single player experiencing a training montage for their character. This adventure includes 6 detailed NPCs, 8 new monsters, 20 rumors, a detailed mini-sandbox location, and the 12 variable encounters that form, The Path of the Valorous.

GMG BPX-DC002 .....\$20.00

## SPOTLIGHT ON

### THE SCALES OF HYPER-VISOR GOD

A paranoid, conspiracy-laden, stand-alone adventure for Levels 1-6+ for *Dungeon Crawl Classics*. Visit "Mercy of Angels", a Town in the woods rife with Problems. Trek through the Shattered Woods, escaping goliath dryads. Crawl across The Capitol, avoiding the strange denizens that inhabit it. Finally, take the endless dive into the Mega-Dungeon - chasing a man who dared to touch a God. All tied together with a Conspiracy that constantly warps as the world becomes more and less rational, unable to explain itself.

GMG 3P281 .....\$74.99



### TALES FROM THE SMOKING WYRM: #008

*Tales from the Smoking Wyrms Issue 8* is lavishly illustrated and features eight articles supporting *Dungeon Crawl Classics*, *Mutant Crawl Classics*, and *Xcrawl Classics* games! This issue is 60 pages long, and features great art, a new class, new adversaries, and new herbs for players and judges.

GMG SWM009 .....\$20.00



## HACHETTE BOARDGAMES

## SPOTLIGHT ON



### NEKOJIMA

In *Nekojima*, The Island of Cats in Japan, an electricity network is developing to supply the various lively districts of the island. The installation of electric poles becomes more complex due to the narrowness of the territory and its curious population of cats strolling on the cables. *Nekojima* is a wooden game of skill and dexterity in which you will have to keep an entire installation in balance. Players must take turns placing or stacking Denchuu (Electrical Poles) respecting the locations without any hanging cables touching. But be careful not to be the one to bring down the structure. Scheduled to ship in August 2024.

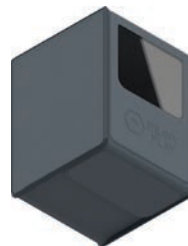
HBG NEKO .....\$36.99



## HEAVY PLAY

### RFG DECKBOX MAX 133 DS

Scheduled to ship in April 2024.



### ARTIFICER GREY

HPL RFG-MX3-003002 .....\$60.00



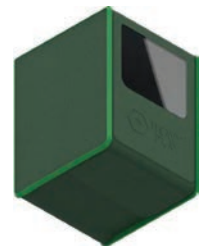
### NOBLE PURPLE

HPL RFG-MX3-022021 .....\$60.00



### BARBARIAN RED

HPL RFG-MX3-009010 .....\$60.00



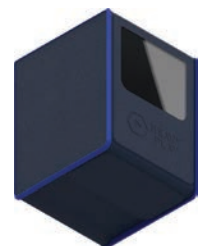
### RANGER GREEN

HPL RFG-MX3-011012 .....\$60.00



### CLERIC WHITE

HPL RFG-MX3-006005 .....\$60.00



### ROGUE BLUE

HPL RFG-MX3-007008 .....\$60.00



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KINFIRE DELVE:  
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PLAYERS: 1 to 2 | DURATION: 60 minutes | AGES: 14+ | MSRP: \$19.99



PLAYERS: 1 to 4 | DURATION: 45-60 mins | AGES: 14+ | MSRP: \$149.99



## KINFIRE CHRONICLES: NIGHT'S FALL

*The community-backed,  
acclaimed cooperative  
campaign game.*



Kevin Wilson, Game Design Director (Descent, Arkham Horror, Android)  
Katarzyna Redesiuk, Art Director (Cyberpunk 2077, The Witcher 3, Thronebreaker, Gwent)  
Jane Chung Hoffacker, CEO (Arcane: League of Legends, Guitar Hero)



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***Tsuro:  
Phoenix Rising***

**Illuminate Your Path!**  
*Become a brave Phoenix, gliding  
 across the twilight to reach  
 glowing lanterns and transform  
 them into new stars*



Game play  
**20-50**  
 minutes

Ages  
**8+**

**2-8**  
 players

*Calliope*  
 Games

[www.CalliopeGames.com](http://www.CalliopeGames.com)

# SPOTLIGHT ON



**WARLOCK BLACK**  
 HPL RFG-MX3-001001 .....\$60.00

## HIT POINT PRESS

**GRIFFON'S SADDLEBAG (5E):  
 BOOK TWO**

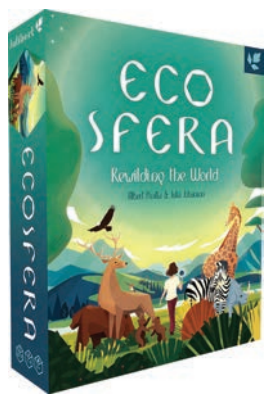
This second compendium in *The Griffon's Saddlebag* series is 400+ pages long and contains 504 magic items, 12 subclasses, 2 playable races, and 14 campaign-agnostic settings. Scheduled to ship in June 2024.  
 HPP B004 ..... \$59.95



## JULIBERT GAMES

**ECOSFERA**

*Ecosfera* is a cooperative deck-building game for 1 to 4 players, with different levels of difficulty where you must restore nature before it's too late. Water, time, earth, air and sun are the fundamental elements needed to get cards from the plant and fungi kingdom. But be aware! there are also natural disaster cards. Luckily we have extra abilities such as changing cards, extra cards and passing a card to another player. With the right combination of plants, you will get animals; with the right combination of animals, you will achieve biome tiles. And hopefully, you will rewild the world together. Scheduled to ship in June 2024.  
 JUL 01000 .....\$32.90



**ECOSFERA: EXPANSION**

Experience an exciting new level with the 40-card expansion: 3 plant cards, 3 animal cards and 34 new rule cards. Face unpredictable situations that will change the rules of the game. Scheduled to ship in June 2024.  
 JUL 01001 ..... \$19.50





# pack O Game™

SET 3

*Ultra-portable, strategy gum-pack sized card games.*

							
Chris Handy <b>WIN</b> A LONG SHOT GAME™ A Bustling, Betting Horse Race	Chris Handy <b>YET</b> A Race For Time	Chris Handy <b>MAD</b> Science Is Tricky	Chris Handy <b>NUT</b> A Nutty Set Connecting Game	Chris Handy <b>BOG</b> Hop To It!	Chris Handy <b>FAR</b> You Rule!	Chris Handy <b>irk</b> Speculate, Integrate, Irritate	Chris Handy <b>SLY</b> Outfox A Fox
Bet and Influence a horse race to win the most cash.	A card-drafting airship race for time around a virtual clock.	A trick-taking game in which players balance positive and negative cards.	A 'set connecting' game in which players earn points by filling trees with nut clusters.	Hop around lily pads to land on flies and opposing frogs in this battle for the bog.	Rule land in an ever-growing kingdom but too much greed will cause a revolt.	Create clusters matching the colors you play in your scoring pile.	Protect your hens and use your fox to gobble up opponents' hens.

**Set 3 of the popular Pack O Game line introduces 8 new titles.**

**Look for our products at your friendly local game store!**

[packogame.com](http://packogame.com)







# IRONGUARD SUPPLIES

## IRONGUARD MINIATURE DISPLAY CASES

IronGuard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988 .....PI



# GAMES

## IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

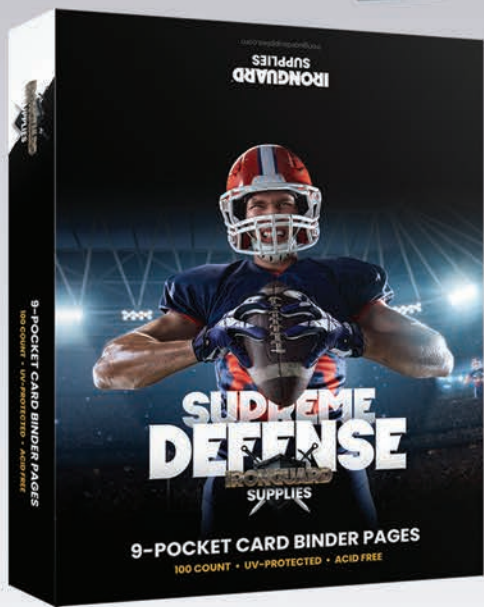
- 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480 .....PI
- 55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481 .....PI
- 75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372 .....PI
- 100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374 .....PI
- 130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375 .....PI
- YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750 .....PI
- BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371 .....PI



## IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367 .....PI
- 15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370 .....PI



## IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

- 25-COUNT PACK DIA STL230307 .....PI
- 25-COUNT BLACK PACK DIA STL230313 .....PI
- 100-COUNT DISPLAY DIA STL230304 .....PI
- 250-COUNT DISPLAY DIA STL230315 .....PI

## IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

- BLACK DIA STL230316 .....PI
- BLUE DIA STL230319 .....PI



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

MAY 2024

42



**IRONGUARD CARD SLEEVES**

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344 .....PI  
 GREEN (PACK OF 50) DIA STL230334 .....PI  
 GREY (PACK OF 50) DIA STL230332 .....PI  
 PURPLE (PACK OF 50) DIA STL230336 .....PI  
 RED (PACK OF 50) DIA STL230335 .....PI  
 YELLOW (PACK OF 50) DIA STL230333 .....PI

**IRONGUARD BOARD GAME SLEEVES**

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327 .....PI  
 MINI (PACK OF 100) DIA STL230328 .....PI  
 EU SIZE (PACK OF 100) DIA STL230329 .....PI  
 EU MINI SIZE (PACK OF 100) DIA STL230330 .....PI  
 TAROT (PACK OF 100) DIA STL230331 .....PI

**IRONGUARD CARD BOX**

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards. DIA STL230355 .....PI

**IRONGUARD SEMI-RIGID CARD SLEEVES**

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479 .....PI

**IRONGUARD TOP LOADERS**

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472 .....PI  
 55PT (PACK OF 25) DIA STL215477 .....PI  
 75PT (PACK OF 25) DIA STL215478 .....PI  
 100PT (PACK OF 25) DIA STL258374 .....PI  
 130PT (PACK OF 10) DIA STL258388 .....PI  
 180PT (PACK OF 10) DIA STL258391 .....PI  
 35PT BLACK (PACK OF 25) DIA STL215473 .....PI  
 35PT YELLOW (PACK OF 25) DIA STL215474 .....PI

**IRONGUARD PENNY SLEEVES**

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

STANDARD (PACK OF 100) .....PI  
 DIA STL230325 .....PI  
 GRADED (PACK OF 100) .....PI  
 DIA STL230326 .....PI  
 130PT (PACK OF 100) .....PI  
 DIA STL258392 .....PI

**ALSO AVAILABLE:**

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351 .....PI  
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 IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418 .....PI  
 IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476 .....PI  
 IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379 .....PI  
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 IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382 .....PI  
 IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383 .....PI





## KEY CARD GAMES



### MONSTERS OF LOCH LOMOND

*Monsters of Loch Lomond* is a light strategic and interactive card game for 2 - 6 players. In around 30 min., you'll play 4 rounds in which you'll have to secure your clan from monsters to get the lowest amount of points to win the game. It's easy to learn and is full of fun interaction and exciting situations. It comes with a score pad and rulebook including a full character overview. In the game, you are the chieftain of a Scottish clan. Each night, monsters crawl out of the lake and torment the local clans around Loch Lomond. Your clan must defend itself and chase these monsters into the highlands or towards rival clans. Scheduled to ship in September 2024.

KCG 01000 ..... \$19.95

## KOBOLD PRESS



### CAMPAIGN BUILDER: CASTLES & CROWNS (HARDCOVER)

*Campaign Builder: Castles & Crowns* provides a majestic homebrew toolkit for your tabletop 5E or Tales of the Valiant game! Create legendary rulers, mythic kingdoms, opulent palaces, and imposing fortresses down to the last detail with a host of tables and guides to enhance your world. Scheduled to ship in July 2024.

KOB 9849 ..... \$49.99



### CAMPAIGN BUILDER: CASTLES & CROWNS - MAP FOLIO (HARDCOVER)

The *Campaign Builder: Castles & Crowns Map Folio* from Kobold Press whisks your players away to a variety of feudal locales: 12 beautiful, full-color battle maps, including hunting lodge, monastery, dungeon, castle (2 floors), dwarven fortress, prison and siege grounds. Each 24 x 36 double-sided map (8 x 12 when folded) features a 1-inch square grid, perfect for miniatures. Specially coated for use with wet-erase, dry-erase, or even permanent markers - wipe dry in a moment. Scheduled to ship in July 2024.

KOB 9863 ..... \$49.99

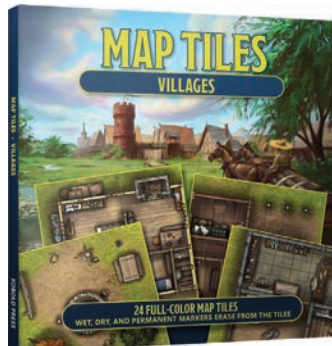
## SPOTLIGHT ON



### CAMPAIGN BUILDER: CASTLES & CROWNS (LIMITED EDITION HARDCOVER)

*Campaign Builder: Castles & Crowns* provides a majestic homebrew toolkit for your tabletop 5E or Tales of the Valiant game! Create legendary rulers, mythic kingdoms, opulent palaces, and imposing fortresses down to the last detail with a host of tables and guides to enhance your world. Limited edition two foil leatherette cover. Scheduled to ship in July 2024.

KOB 9856 ..... \$79.99



### MAP TILES: VILLAGES

Introduce your players to hearth and home with *Map Tiles: Villages*! These 24 7x7 dry-erase tiles offer a host of cozy village locales for adventurers to explore, including well-defended watchtowers, bustling inns, hallowed shrines, temples and more! The ideal start for a brand-new campaign, or the perfect last stop before a world-saving quest, bring the countryside of your game to life with *Map Tiles: Villages*. Scheduled to ship in May 2024.

KOB 9894 ..... \$24.99

## KONAMI DIGITAL ENTERTAINMENT

## SPOTLIGHT ON



### YU-GI-OH! TCG: BATTLES OF LEGEND - TERMINAL REVENGE BOOSTER DISPLAY (24)

*Battles of Legend: Terminal Revenge* combines the storytelling of the Hidden Arsenal series with its own signature blend of foil-ups for popular cards, and gives Duelists another shot at tournament-level cards. Combined, it's a can't miss, all-foil Summer Dueling blockbuster! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86518 ..... \$107.76

## SPOTLIGHT ON



### YU-GI-OH! TCG: THE INFINITE FORBIDDEN BOOSTER DISPLAY (24)

*The Infinite Forbidden* introduces a new theme that simulates this method of combat: First you place your tablet monster on the field as a Spell Card. Then, you infuse it with your life force (or Life Points in this case!) to Special Summon the card to the field as a monster! Each of these Summons is a Special Summon, so you can save your Normal Summon for something else! If giving up your Life Points to fuel these monsters isn't your style, there's a special new Spell Card to give you a bit of Millennium Magic of your own just reveal it from your hand and you don't have to pay any Life Points to Summon forth the monsters from their stones! And since revealing it doesn't get rid of it, you can do so over and over again. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86542 ..... \$107.76

## LA BOITE DE JEU

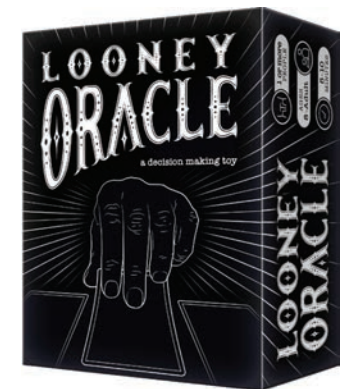


### FROM THE MOON

In *From the Moon*, players are representatives of factions trying to complete missions departing from our Moon in order to help humankind survive elsewhere in the galaxy. Indeed, the fate of the Earth is sealed, and time is running out! The plan is to launch three survival missions before all life on Earth ends. To do that, each faction will contribute by building parts of the ships and build their own lunar base to store the necessary resources. In the end, which faction will be most suited to lead the future of our race out there, far away in space?

HBG FRO-EN-STD ..... \$89.99

## LOONEY LABS



### LOONEY ORACLE (DISPLAY 3)

The *Looney Oracle* can answer all of life's questions with spooky accuracy! You can ask it a YES or NO question, or you can get some cryptic advice, but first you will have to answer the Oracles questions. Both fun and surprisingly deep, the Oracle is a great take-along to parties and sleepovers. Or keep it on your desk at work to help you make those hard decisions. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

LOO 134 ..... \$20.00





## LUCKY DUCK GAMES



### FLAMECRAFT: DELUXE COMPONENTS - DRAGON MINIATURES

New dragon miniatures upgrade for *Flamecraft - Series 2*. A stunning set of miniatures has been crafted by the dragons of *Flamecraft*! These seven dragon minis depict specific characters from the game such as Hot Dog, Starburst and Thistle! Each of these fiery friends has incredible detail, with their own bespoke props, such as a freshly baked loaf, a special *Flamecraft* gem and a spade with a tiny snail friend. Scheduled to ship in April 2024.

LKY FMC-R02-ML.....\$25.00



### FLAMECRAFT: DELUXE COMPONENTS - METAL COINS

Forged in the *Flamecraft* fires is something new... The iron dragons have been crafting a beautiful set of coins for you! Each one features a different dragon type from the game and, on the other side, the new *Flamecraft* crest. Scheduled to ship in April 2024.

LKY FMC-R03-ML.....\$25.00



### FLAMECRAFT: DELUXE COMPONENTS - WOODEN TOKENS

A set of 210 wooden tokens each in clear resealable bags. At least 35 tokens of each design. Scheduled to ship in April 2024.

LKY FMC-R04-ML.....\$25.00

## MAESTRO MEDIA VENTURES

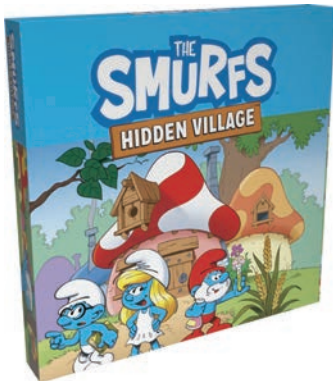


### HELLO KITTY: DAY AT THE PARK

In *Hello Kitty: Day at the Park*, players take on the role of Hello Kitty, My Melody, Kuromi, and other characters to playfully compete for the most epic day of fun at the local park. They explore the park by laying tiles, ideally gaining items along the way that allow them to complete adventures, which they will document by taking selfies. The game features a unique system to scale all parts of the game in difficulty for each individual player, even while the game is in progress, so kids can start with the simplest version to begin to explore the game's mechanisms, then learn the more advanced gameplay when they feel ready. Once all the tiles have been played, the end of the game is triggered, and the player who has gained the most points from their adventures wins!

REGULAR MMV HKDP001.....\$30.00

DELUXE MMV HKDPX001.....\$60.00



### SMURFS' HIDDEN VILLAGE

In *The Smurfs: Hidden Village*, players are Smurfs who are tasked with rebuilding the mushroom village from scratch following the evil sorcerer Gargamel's latest scheme. To succeed, you need to work together as a team, collecting resources, building inventions, and locating missing Smurfs to help rebuild mushroom houses. Each Smurf has a unique set of skills that you must use strategically to outsmart Gargamel and his cat Azrael.

MMV SMHV001.....\$40.00

## MAGPIE GAMES

### URBAN SHADOWS RPG 2E

Scheduled to ship in July 2024.

#### STANDARD CORE BOOK

*Urban Shadows 2E* is an 8.5" x 11" hardcover 250+ page book featuring beautiful full-color art, all the core rules for the game, basic moves, Circle moves, debt moves, additional rules for creating your city, examples for quick and easy play, and twelve playbook archetypes spread across four Circles: the Aware, the Imp, the Hunter, the Oracle, the Spectre, the Sworn, the Tainted, the Vamp, the Veteran, the Wizard, and the Wolf. Scheduled to ship in July 2024.

MPG 042.....\$49.99



#### DICE PACK

MPG D07.....\$24.99



#### GM SCREEN

MPG GM05.....\$19.99

## MANTIC ENTERTAINMENT

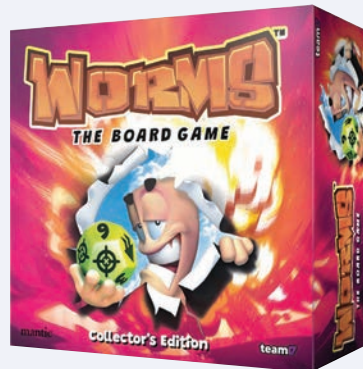
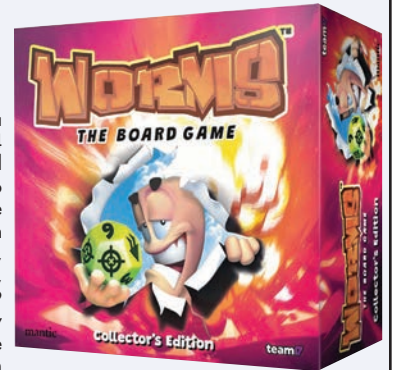
### SPOTLIGHT ON



#### WORMS: THE BOARD GAME

*Worms the Board Game* is a hilarious tabletop game for 2 to 4 players incorporating all the fun and shenanigans from the classic video game that we all know and love. Base Game Contains: 16 Worms, 5 custom dice, 6 crates, 6 oil drums, 6 mines, 3 punchboard - map tiles and tokens, 10 Player and Reference Cards, 79 Weapon Sudden Death and Supply Drop Cards, 16 Coloured Base Rings, Rulebook. Scheduled to ship in July 2024.

MGE MGWO101.....\$50.00



#### WORMS: THE BOARD GAME - ARMAGEDDON COLLECTOR'S EDITION

The Armageddon Box contains: 45 Worms + Coloured Team Rings, Plastic oil drum/crate/mine pieces, 10 custom dice, Weapon Drop and Reference Cards, Rulebook + extra rules sheet, Map tiles and tokens, 5-6 player expansion, KS Exclusive Supersheep Target Token, KS Exclusive Metal Danger Flipper, Deluxe neoprene play and organiser mat, Dice Tray, KS Exclusive pink worm dice, Extra map tiles with alternate art, KS Exclusive art prints. Scheduled to ship in July 2024.

MGE KSWO102.....PI



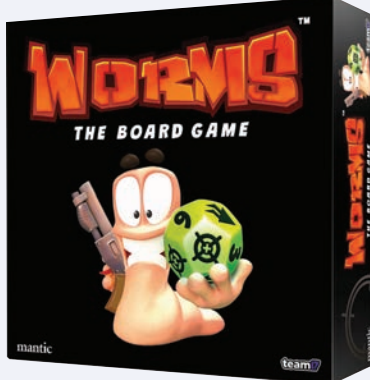
# SPOTLIGHT ON



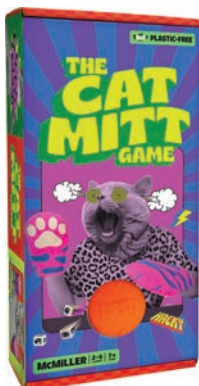
## WORMS: THE BOARD GAME - MAYHEM COLLECTORS EDITION

The Mayhem Box contains: 45 Worms + Coloured Team Rings, Plastic oil drum/crate/mine pieces, 10 custom dice, Weapon Drop and Reference Cards, Rulebook + extra rules sheet, Map tiles and tokens, 5-6 player expansion, KS Exclusive Supersheep Target Token, KS Exclusive Metal Danger Flipper Scheduled to ship in July 2024.

MGE KSWO101 .....PI



## McMILLER



### THE CAT MITT GAME

Get ready for the hiss-terically bonkers *Cat Mitt Game*! Don the oversized cat mitts to feed your kitty-customers, but beware, a fellow feline could roll a Meow Meow (snake eyes) at a whisker's notice and steal the mitts, so you'll need to be quick. Scheduled to ship in July 2024.

MME 211540 ..... \$24.99

## MIND INVENTIONS



### MATHEMAGICAL WORLD

*Mathemagical World* is an Addition Subtraction Math Board Game for Kids ages 5+. It is a fun way to practice math, at home or at school and takes just seconds to master and can be played from minutes to hours! Learn math concepts of addition, subtraction, doubling and halving all while you practice critical thinking. Loved by kids, approved by parents and recommended by teachers! Scheduled to ship in June 2024.

MVB MW002 ..... \$24.99

## MODIPHIUS



### ACHTUNG! CTHULHU 2D20: STARTER SET

In this *Achtung! Cthulhu 2d20* starter set, you'll get your first glimpse into the hidden globe-spanning conflict between the forces of good and evil! Only you and your scrappy band of heroes can defeat the malignant forces of the occult, and the malevolent might of their Mythos masters! *Achtung! Cthulhu 2d20* immerses you in a world of fast-paced pulp adventure, occult horror and incredible feats of derring-do. Explore ancient ruins and forbidden knowledge! Battle fanatical cultists, crazed scientists, evil sorcerers, deadly Deep Ones and bizarre alien threats! Laugh in the face of reality-warping nightmares from beyond the stars! Scheduled to ship in April 2024.

MUH 0080308 ..... \$37.00



### ACHTUNG! CTHULHU 2D20: UNEXPLORED

It is said it is the journey rather than the destination which is more important and *Achtung! Cthulhu: Unexplored* fills in the blank spaces on the map, agents often simply "redline" through before their next epic encounter. No corner of the globe is safe from the unholy alliance of cultists and the Mythos, and agents should be prepared to traverse all kinds of dangerous terrain to carry out their assignments.

MUH 0010350 ..... \$43.00



### DUNE RPG: DESERT PLANET - ADVENTURE COMPENDIUM (VOLUME 1)

In a remote part of the Known Universe lies the most important planet in the Imperium. Arrakis, a world of such vast deserts it is known to its native people as 'Dune'. No one would bother with the harsh and deadly world were it not for the spice. The spice is everything, and no matter how much is harvested, it will never be enough. The spice grants power to those who know how to use it, and longer life to anyone who can afford it. The time has come for you to venture to this desert planet. Your House needs spice and this is the place to find it. Scheduled to ship in April 2024.

MUH 060206 ..... \$42.00

# SPOTLIGHT ON



### DUNE RPG: FALL OF THE IMPERIUM

In this epic campaign, you can experience the events of Frank Herbert's groundbreaking novel *Dune* as part of the incredible story. While the main events may be set, the fate of your House is not. The fall of the Imperium and the rise of Muad'Dib will tear the Known Universe apart. Side with the Fremen against the Imperium and risk the Emperor destroying you too, but remain loyal for too long and you will face the onslaught of the Fremen Jihad. Scheduled to ship in April 2024.

MUH 060203 ..... \$52.00



## FALLOUT: WASTELAND WARFARE

Scheduled to ship in April 2024.



### CREATURES GATORCLAW

MUH 0190044 ..... \$25.00



### RAIDERS THE DISCIPLES

MUH 107003 ..... \$42.00





**RAIDERS THE OPERATORS**  
MUH 107002 .....\$42.00



**ROBOTS SPACE SENTRY**  
MUH 0190047 .....\$23.00



**RAIDERS THE PACK**  
MUH 107004 .....\$42.00



**ROBOTS STARLIGHT THEATRE STAFF**  
MUH 0190046 .....\$31.00

## SPOTLIGHT ON

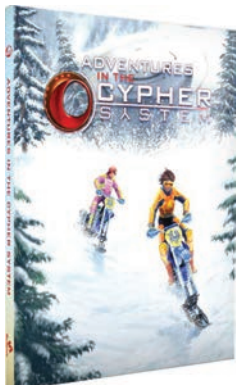


### STAR TREK ADVENTURES RPG: THE FEDERATION-KLINGON WAR TACTICAL CAMPAIGN

The Federation-Klingon War Tactical Campaign expands upon the core *Star Trek Adventures* roleplaying game experience by providing a campaign that parallels the Klingon War story arc depicted in the first season of *Star Trek: Discovery*. This tactical campaign enables you and your group to explore what was happening elsewhere in the Federation during this perilous time. With a plethora of additional rules variations to embrace the emotional toil of being thrust into a war, this campaign gives you the tools to build exciting narratives during the war. How will war take its toll on you and your allies?

MUH 0142308 .....\$45.00

## MONTE COOK GAMES



### CYPHER SYSTEM RPG: ADVENTURES IN THE CYPHER SYSTEM (HARDCOVER)

Showcasing the Cypher Systems elegant handling of different genres and styles, this anthology serves up an exciting variety of adventures. Science fiction, fantasy, fairy tales, superheroes, horror, and more it's all covered here, giving you a wide range of options and moods. Many of the adventures are set in fan-favorite Cypher System settings, such as *Predation*, *The Strange*, and *Numenera*. They're easily integrated into an ongoing campaign, but also make great one-shots you don't need anything other than this book (and the Cypher System Rulebook, of course) to fully enjoy their atmosphere, mysteries, exciting encounters, and amazing storylines. Scheduled to ship in June 2024.

MKG 374 .....\$39.99

## PAIZO PUBLISHING



### PATHFINDER RPG: ADVENTURE PATH - CURTAIN CALL PART 1 OF 3 - STAGE FRIGHT (P2)

Rumors abound that an old enemy, a dangerous foe you defeated at the culmination of your first huge adventure, has come back. Yet confronting your old nemesis once again is only the beginning of what's next for your group, for a famous director has singled you out as the subject of her newest opera. How dangerous could it be, helping to produce an extravaganza based on your own heroic legacy? *Stage Fright* is a *Pathfinder* adventure for four 11th-level characters. This adventure begins the *Curtain Call Adventure Path*, a three-part monthly campaign in which a group of adventurers help to produce an opera based on their own prior adventures while simultaneously facing a new threat that only the most powerful of heroes can stop. Scheduled to ship in July 2024.

PZO 15204-SC .....\$29.99



### PATHFINDER RPG: FLIP-MAT - VILLAGE ASSAULT

Save the Village! Raze the Village! In the course of their adventuring careers, heroes will surely find themselves saving a small hamlet or invading a town of miscreants. *Pathfinder Flip-Mat: Village Assault* sets the scene for both! One side of the Flip-Mat shows a small village, centered on a meeting hall or chapel, and the other side depicts the same village amid fiery turmoil as it's attacked. Spread one side down to plan the attack, and flip it over to take part in the action! *Pathfinder Flip-Mat: Treasure Trove* measures 24 x 30 unfolded, and 8 x 10 folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal. Scheduled to ship in July 2024.

PZO 11016-FM .....\$19.99

## SPOTLIGHT ON



### PATHFINDER RPG: PLAYER CORE 2 (P2)

*Pathfinder Player Core 2* significantly expands options available to *Pathfinder* players, giving them the edge to take on any adventure. This 320-page hardcover rulebook remasters 8 classes from *Pathfinder Second Edition*, providing everything you need to create a wide array of new characters, ready to take on the world. It also includes more than 40 archetypes, expanded ancestries, and tons of feats, spells, and alchemical items to provide a near-endless array of exciting options for every *Pathfinder* character! *Pathfinder Player Core 2* is the fourth core rulebook for the fully remastered *Pathfinder Second Edition* RPG! Scheduled to ship in July 2024.

#### HARDCOVER

PZO 12004-HC .....\$59.99

#### SPECIAL EDITION

PZO 12004-SE .....\$79.99



## GAMES

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GAMES

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# FEATURED ITEM



## PATHFINDER RPG: PLAYER CORE 2 HARDCOVER SET (1 SKETCH COVER & 1 STANDARD COVER) (P2)

This 320-page hardcover rulebook remasters 8 classes from *Pathfinder Second Edition*, providing everything you need to create a wide array of new characters, ready to take on the world. It also includes more than 40 archetypes, expanded ancestries, and tons of feats, spells, and alchemical items to provide a near-endless array of exciting options for every Pathfinder character! *Pathfinder Player Core 2* is the fourth core rulebook for the fully remastered *Pathfinder Second Edition* RPG! These rules are compatible with previous *Pathfinder Second Edition* rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. This sketch cover edition features a beautiful image of the original pencil sketch of the *Pathfinder Player Core* cover by superstar artist Wayne Reynolds. Scheduled to ship in July 2024.

PZO 12004-SKSET..... \$119.98



## PATHFINDER RPG: PREY FOR DEATH (P2)

The infamous Red Mantis assassins are feared throughout the world for their ruthlessness and legacy those they slay stay dead! Yet they are not without honor, so when a group of assassins sent on a dangerous mission are met with unexpected treachery, they must clear their own names while remaining true to their murderous calling, even as greater plots and shocking truths reveal themselves. *Prey for Death* is a deluxe

hardcover *Pathfinder Second Edition* adventure for 14th level characters, and gives players the chance to play members of the world's most notorious assassin's guild. The adventure also includes new items, lore, and character backgrounds, as well as a several powerful monsters ready to threaten high level characters. The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in July 2024.

HARDCOVER PZO 14002-HC..... \$44.99  
SPECIAL EDITION PZO 14002-SE..... \$64.99

## STARFINDER RPG: 2ND EDITION PLAYTEST ADVENTURE - A COSMIC BIRTHDAY

A nascent cosmic entity stirs deep within one of the Pact Worlds planets. To aid the god's birth, its most devoted followers search the Ghost Levels of Absalom Station for a sufficient power source - a strange pocket dimension existing alongside the hub of the Pact Worlds. As the entity's emergence sends ripples across space time, a group of heroes becomes trapped in the Ghost Levels! With dangerous creatures and ominous power surges threatening the station, the heroes must team up with the residents of Little Akiton to investigate these horrifying new foes, stop their meddling and stay alive! Scheduled to ship in July 2024.



PZO 24002-SC..... \$24.99

# SPOTLIGHT ON



## STARFINDER RPG: 2ND EDITION PLAYTEST BOOK

The *Starfinder Playtest Rulebook* brings *Starfinder* into a new age of compatibility, as *Starfinder* switches to using the same rules engine that powers the popular *Second Edition* of the *Pathfinder Roleplaying Game*. Inside this playtest for the new edition, you'll find six new classes, 10 ancestries, new skills, new feats, futuristic equipment including augmentations and upgrades, new science-fantasy spells, and more! You can directly shape the future of *Starfinder* by participating in a fun and rigorous playtest using one of several playtest adventures released throughout the playtest period, or by trying out the new rules in your own games. Scheduled to ship in July 2024.

PZO 22000-SC..... \$47.99

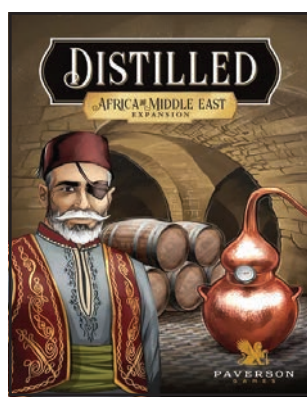
## STARFINDER RPG: FLIP-MAT MULTI-PACK - 2ND EDITION PLAYTEST

Playtest the new edition of *Starfinder* in style with this collection of two double-sided Flip-Mats featuring four key encounter areas from not one, but two *Starfinder Playtest Adventures*: *A Cosmic Birthday* and *Empires Devoured*! One Flip-Mat features a futuristic space station and a science-fantasy cityscape both abandoned and ready for investigation! The other features a dense fungus jungle and a futuristic settlement bordering the jungle, for exciting sci-fi adventures on the borderlands! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Scheduled to ship in July 2024.

PZO 21000-FM..... \$29.99



## PAVERSON GAMES



## DISTILLED: AFRICA & MIDDLE EAST EXPANSION

The *Distilled Africa and Middle East Expansion* adds over 100 cards and tokens to the game, including new recipes, spirits, identities, upgrades, and more to expand and diversify your *Distilled* gameplay experience! Scheduled to ship in April 2024.

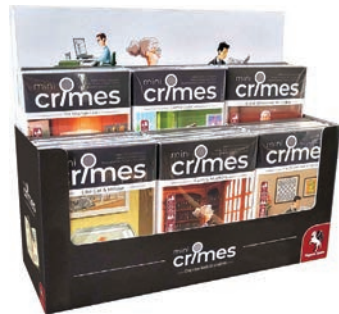
PVG 01001..... \$19.99

## PEGASUS SPIELE NORTH AMERICA

## MINI CRIMES DISPLAY (30)

Ready to dive into a bite-sized world of mystery and *Mini Crimes*? This series of cooperative investigative puzzles will tease ones powers of observation and deduction as players carefully examine a crime scene and up to 10 pieces of evidence. These pocket-sized experiences are great whether playing alone or with a group and can be completed in 20-40 minutes. Each *Mini Crime* case includes 1 Crime Scene image card plus 10 Clue cards. Players are scored for their investigative efficiency and the accuracy of their results. Scan a QR Code to access the full solution to each case online. Scheduled to ship in June 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PNA 19150-USA..... \$179.70



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## PLAYPUNK



### CAPTAIN FLIP

Hoy, Captain! Raise your flag, take risks to recruit a colorful crew and earn maximum gold coins! *Captain Flip* is a game of obvious simplicity, explained in less time than a cannonball shot: On your turn, draw a character from the bag. Keep it or Flip it over. Then place it on your board to form your crew.

PPC F38082..... \$29.99

## POKÉMON USA



### POKÉMON TCG: PARADOX CLASH TIN

An Epic Clashing of the Past Future! Powerful Paradox Pokémon arrive from the past and future to test their might as Pokémon ex! Traverse the Azure Seas with Walking Wake ex or deliver a Prism Edge attack with Iron Leaves ex! Whoever you choose to stand by, you'll find even more helpful Pokémon and Trainer cards inside a handful of *Pokémon TCG* booster packs

PUI 210-85759..... P1

## PROMETHEUS GAME LABS



### 99 NINJA

*99 Ninja* is a two player competitive tile laying game, where players use transparent cards depicting ninja from 3 different clans to surround (and assassinate) daimyo. Like other games from Prometheus Game Labs there is a lot of tactical play you will have to time your placement and outmaneuver, but also out think, your opponent! Scheduled to ship in June 2024.

PGL 99001..... P1

## RAINBOW RABBITS GAME



### RAINBOW BUDDY BOP

Double your fur-ious, flipping fun with *Rainbow Buddy Bop* - the latest edition in the *Rainbow Bop* line of games! Combine this pack with the original *Rainbow Bunny Bop* game for up to 8 player chaos, or play as a stand-alone 2-4 player game. Scheduled to ship in April 2024.

RAB 119913..... \$9.99

## RANDOLPH

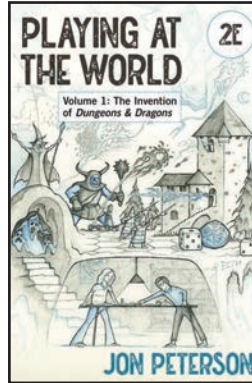


### SEASIDE

*Seaside* is a game that features only wooden tokens, and being lightweight and super portable, can be played everywhere. Bring it along on your next adventure! The sun is shining, as a light, salty wind sends cottony clouds scudding across the sky. Sandpipers filling their bellies with strange insects, crabs hiding under piles of rocks, seashells washed up on the sand, curling waves that break along the beach. Nature in its simplest beauty. One token at a time, create your *Seaside* with the elements the sea sends your way. The goal of the game is to have the highest stack of tokens.

HBG RANLIT01EN..... \$30.00

## RANDOM HOUSE



### PLAYING AT THE WORLD, 2E, VOLUME 1: THE INVENTION OF DUNGEONS & DRAGONS

The first volume of two in a new, updated edition of the 2012 book *Playing at the World*, which charts the vast and complex history of role-playing games. This new edition of *Playing at the World* is the first of two volumes that update the 720-page original tome of the same name from 2012. This first volume is *The Invention of Dungeons & Dragons*, which explores the publication of that iconic game. In this first volume, Jon Peterson distills the story of how the wargaming clubs and fanzines circulating around the upper Midwest in the 1970s culminated in Gary Gygax and Dave Arneson's seminal role-playing game, *D&D*.

RHP 779..... \$29.95

### LANCER RPG: CORE RULE BOOK

A Mud-and-Lasers Tabletop Roleplaying Game of Modular Mechs and the Pilots that crew them. Created in partnership with Massif Press, Dark Horse Books presents *LANCER*. 15,000 years into the future, humanity has survived near collapse and since expanded ever wider into the frontiers of space, organized by UNION, the central hegemon of the populated galaxy. At Union's heart, the dream of human utopia has been realized; but *Lancer* is set at the trembling edges of the expansion where resistance to the ideals of the utopia grow. As a *Lancer*, you pilot a mech as unique as yourself. You are, by training, luck, circumstance, or work, one of the best.

RHP 2915..... \$59.99



## SPOTLIGHT ON



### MARVEL MULTIVERSE RPG: DEADPOOL ROLE-PLAYS THE MARVEL UNIVERSE ONE SHOT ADVENTURE

The first comic-sized, one-shot adventure for the *Marvel Multiverse Role-Playing Game* is here! Play as Deadpool and his team or use your own characters in a fourth-wall breaking adventure right out of Marvel's comics! Includes a comic story lead-in by Cullen Bunn (*Deadpool Kills the Marvel Universe*), an RPG adventure and new character profiles!

RHP 995..... \$9.99

## SPOTLIGHT ON

### MARVEL MULTIVERSE RPG: X-MEN EXPANSION

'To me, my X-Men!' This - the first full-sized sourcebook for the *Marvel Multiverse Role-Playing Game* - features the X-Men and all their various spin-off teams, greatest allies and most fearsome foes. Written by d616 System co-creator and New York Times-bestseller Matt Forbeck (*The Marvel Encyclopedia*, *Dungeons & Dragons: Endless Quest*) and packed with illustrations by Marvel's incredible army of artists, the *X-Men Expansion* is jammed full of vital information about Marvel's most popular mutants, including new options for creating characters, new Traits, new Tags and new Powers!

RHP 580..... \$49.99







# GAMES

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14+  
45-90  
2-6

STRATEGY

## ROBO RALLY: TRANSFORMERS

- Great replayability - Over 80 different racecourse possibilities
- Transformers that convert from Bot (Robot) Mode to Alt (Vehicle) Mode
- New Program cards to 'drift' in addition to the usual actions

RGS02652

\$55

MAY RELEASE



10+  
240  
2-5

STRATEGY

## RISK: 2210 A.D.

- Risk gameplay with Mechs, underwater and moon locations, and commanders
- Quality of life updates to components
- Can use the components in the box to play classic Risk rules

RG02646

\$60

JULY RELEASE!



14+  
30-70  
2-4

STRATEGY

## VAMPIRE: THE MASQUERADE: RIVALS EXPANDABLE CARD GAME: MARTIAL LAW

- New vampires and cards for the six latest clans
- Includes a pre-constructed Martial deck and a Crypt Pack
- 120 new cards

RGS02664

\$30

JUNE RELEASE!



14+  
90  
2-4

STRATEGY

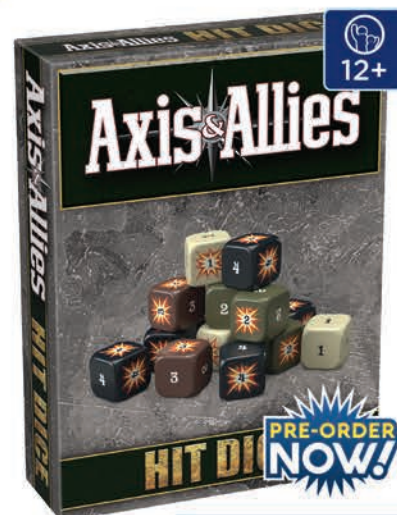
## G.I. JOE: BATTLE FOR THE ARCTIC CIRCLE POWERED BY AXIS & ALLIES

- Play as Joes or Cobra to fight for control of the Arctic Circle
- Use the Weather Dominator to freeze the sea to block pathways, or create strategic land bridges
- Classic Axis & Allies gameplay with easy to learn, deep strategy

RGS02667

\$60

MAY RELEASE!



12+  
240  
2-5

STRATEGY

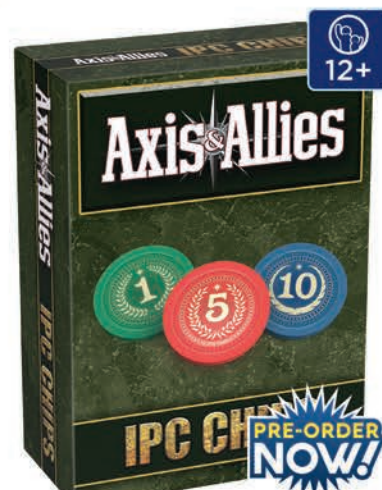
## AXIS & ALLIES: HIT DICE

- 72 Hit Dice in 4 Styles
- Roll all dice for large battles at one time and quickly see how many hits are scored
- Military style Dice Duffel Bag

RGS02690

\$40

JULY RELEASE!



12+  
240  
2-5

STRATEGY

## AXIS & ALLIES: IPC CHIPS

- Track and spend IPCs
- Includes plastic tray for easy in-game use or storage
- 75 weighted IPC chips in three denominations - 1, 5, and 10

RG02691

\$55

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RENEGADE  
GAME STUDIOS

WWW.RENEGADEGAMES.COM

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ROLEPLAYING

**MY LITTLE PONY:  
ROLEPLAYING GAME:  
STORY OF THE SEASONS ADVENTURE & SOURCEBOOK**

- Includes 12 story seeds for Game Masters to easily construct more festive adventures
- Includes rules for playing an additional creature type, Griffon
- Advice for players to create Equestrian holidays

RGS01107

\$45

MAY RELEASE!



ROLEPLAYING

**VAMPIRE: THE MASQUERADE:  
5TH EDITION ROLEPLAYING GAME :  
DISCIPLINE DECK ACCESSORY**

- Have the text of your character's disciplines at your fingertips
- Contains all Discipline powers from both Vampire: The Masquerade and the Vampire Players Guide
- Contains all the Oblivion powers and Oblivion Ceremonies

RGS02604

\$25

JULY RELEASE!



ROLEPLAYING

**VAMPIRE: THE MASQUERADE:  
5TH EDITION ROLEPLAYING GAME :  
THE CRIMSON GUTTER CHRONICLE BOOK**

- 21 stories suitable for both new and experienced Storytellers
- 8 recurring locations and more than 20 recurring Storyteller characters
- Presents Church of Caine as major faction alongside Camarilla and Anarch

RGS01146

\$45

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ROLEPLAYING

**TRANSFORMERS:  
ROLEPLAYING GAME:  
BEGINNER BOX**

- Includes a Playing the Game booklet and two adventures
- Jump right in with the 8 pre-generated characters
- Contains dice, GM screen, and all you need to play!

RGS02673

\$35

MAY RELEASE!



ROLEPLAYING

**G.I. JOE:  
ROLEPLAYING GAME:  
BEGINNER BOX**

- Includes everything you need to get started in the action-packed world of G.I. JOE.
- Travel the world, foil evil plots, and save the day as members of the world's elite fighting force
- Contains dice, GM screen, and all you need to play!

RGS02672

\$35

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ROLEPLAYING

**G.I. JOE:  
ROLEPLAYING GAME:  
QUARTERMASTER'S GUIDE TO GEAR SOURCEBOOK**

- Ready-to-use G.I. JOE and COBRA bases
- 3 new Origins and 8 new Influences
- 16 new weapons, 40 upgrades, and 18 new vehicles

RGS11151

\$45

MAY RELEASE!





## RIGHT WRONG GAMES



### TIGER BANANA PANCAKE

*Tiger Banana Pancake* is a crazy and chaotic fast-reaction card game for all ages. Players race to do silly actions, but don't fall for the sneaky imposters! Scheduled to ship in June 2024.

RWG 01000 ..... \$15.00

## RIO GRANDE GAMES



### DOMINION 2ND EDITION: CORNUCOPIA & GUILDS - UPDATE PACK

This update pack will update your copy of *Dominion Cornucopia & Guilds 1st Edition* to 2nd Edition. Scheduled to ship in March 2024.

RGG 667 ..... \$14.95

### DOMINION 2ND EDITION: CORNUCOPIA & GUILDS EXPANSION

Autumn, the time of the harvest. Autumn, a time of celebration. The peasants have spent a hard week scything hay in the fields, but tonight the festivities begin, starting with a sumptuous banquet of roast hay. Then, the annual nose-stealing competition. Then, they fight to the death! This celebration will truly have something for everyone. Jobs, everyone's worried about jobs. So now everyone's joining a guild, learning a craft, and working on a masterpiece - a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. Scheduled to ship in March 2024.

RGG 665 ..... \$44.95

## SCORPION MASQUE



### MONSTER CHASE

*Monster Chase* is a cooperative memory game for players 3 to 7 years old. In the game, monsters creep out from under the bed and try to surround it. Each monster is only afraid of one toy that will banish it to the closet amongst the ten that are available to be found. If the players successfully send all the monsters to the closet before they can close the circle around the bed, they win! Otherwise, the monsters are declared victorious. In game terms, face-down cards are placed on the table with tiles then placed around these cards. To start, a card is revealed that depicts a monster and the toy it's afraid of. In turn order, each player must now find the toy that scares off this monster,

with the toy being hidden in the face-down tiles.  
HBG LCAM01EN ..... \$14.99

## SKINNY MINIS

### SKINNY MINIS:

#### BEST SELLER BUNDLE

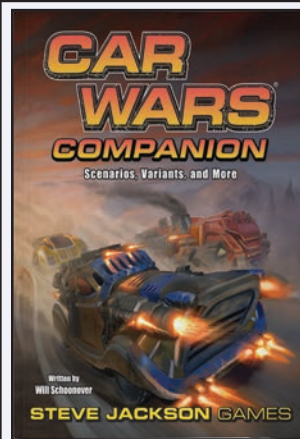
This \$199 bundle includes the following best-seller *Skinny Minis* packs: Heroes Variety x1, Wilderness Beasts x1, Human Villains x1, Evil Minions x1, Goblins x1, Spell Effects x1, Orcs x1, Ogres and Trolls x1, Undead x1, and Base Starter Pack x8. This bundle contains packs that can be sold individually or as one unit. Scheduled to ship in June 2024.

DIB SM001 ..... \$199.99



## STEVE JACKSON GAMES

## SPOTLIGHT ON



### CAR WARS: COMPANION

Whether you're a rookie driver or a veteran duelist, this book is a must-have for your *Car Wars Sixth Edition* games! This is a 103-page softcover book filled with scenarios and additional rules. Scheduled to ship in July 2024.

SJG 2432 ..... \$29.95

## TEETURTLE

### PLUSHIVERSE:

#### REVERSIBLE PLUSHIE 6"

Scheduled to ship in June 2024.



### GIR [HAPPY] [GREEN + GRAY]

TET 8293-TY-785 ..... \$15.00

## ULTRA PRO INTERNATIONAL

### MARBLE SATIN CUBE

Scheduled to ship in August 2024.



### LIGHT BLUE / WHITE

UPI 16354 ..... PI

## SPOTLIGHT ON



### INVADER ZIM + HUMAN DISGUISE [SMUG + WORRIED] [GREEN + GREEN]

TET 8399-TY-797 ..... \$15.00



### LIME GREEN / WHITE

UPI 16352 ..... PI





**WHITE / BLACK**  
UPI 16353..... PI

**MARBLE SATIN TOWER**  
Scheduled to ship in August 2024.



**LIGHT BLUE / WHITE**  
UPI 16348..... PI



**LIME GREEN / WHITE**  
UPI 16346..... PI



**WHITE / BLACK**  
UPI 16347..... PI

**DUNGEONS & DRAGONS  
RPG: 50TH ANNIVERSARY**  
Scheduled to ship in August 2024.



**7RPG HEAVY METAL DICE**  
UPI 38500..... PI



**BOOK COVER**  
UPI 38504..... PI



**FOLIO**  
UPI 38503..... PI



**CAMPAIGN JOURNAL**  
UPI 38499..... PI



**DICE SCROLL**  
UPI 38502..... PI



**DICE TOWER**  
UPI 38501..... PI

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**MAGIC THE GATHERING CCG: ERASABLE TOKENS**  
Scheduled to ship in June 2024.  
UPI 19404.....PI

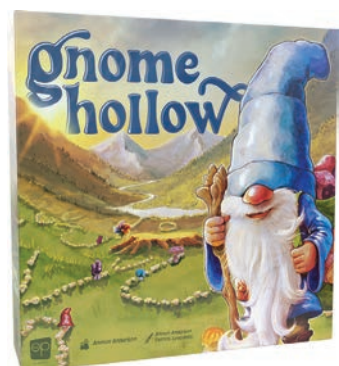


WISE WIZARD GAMES



**CAUTION SIGNS**  
Caution Signs is a fast-paced party game about warning your friends of hazards they didn't know existed! Whether you encounter a stylish rhino, gassy monkeys, or melting babies, you have only twenty seconds to sketch a Caution Sign to signal others to be on the lookout! Ten thousand possible card combinations guarantee that no two games will be remotely alike!  
WWG CAU001 .....\$24.99

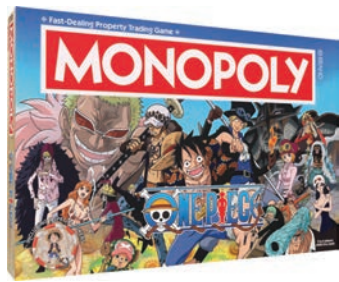
USAOPOLY



**GNOME HOLLOW**  
In *Gnome Hollow*, players take on the role of a pair of gnomes to become the humble caretakers of nature. Gnomes compete in the Hollow Harvest to grow a tabletop garden of mushrooms and flowers, collect rewards, and strategically outplay their opponents. With simple-to-learn rules and meaningful decision-making, *Gnome Hollow* offers the perfect approachable gameplay that players will want to revisit repeatedly. Scheduled to ship in July 2024.  
USO HB173-880 .....PI



**LOTERIA: DISNEY ENCANTO**  
Gather around for fun and fortune with *Disney Encanto: A Loteria Game!* Join your favorite *Encanto* characters, items, and places, and get ready to play in this English-Spanish version of Bingo, where players create rows or patterns out of matching images on their tablas to win! USAopoly products must be sold in your brick mortar store, or through a website you own. Scheduled to ship in April 2024.  
USO UP004-843 .....PI



**MONOPOLY: ONE PIECE**  
Step into the vibrant world of *Dressrosa* with the special *Monopoly: One Piece* edition! Join the Straw Hat Crew as they embark on their thrilling adventure, dividing into three dynamic teams: the Factory Destruction Samurai Rescue Team, Caesar Delivery Team, and Thousand Sunny Guard Team. Scheduled to ship in April 2024.  
USO MN113-879 .....PI

VAN RYDER GAMES

SPOTLIGHT ON



**GATEWAY ISLAND**  
*Gateway Island* features 21 different mini-games (islands) that help new gamers learn about modern day board gaming. Each island features a game that will teach you new games rules, mechanisms, and types of play. It then recommends a gateway game to the players based on what they like! Thus introducing more people into this hobby we all love so much. *Gateway Island* is not just a game, it's a journey of exploration and connection through the world of tabletop gaming. Scheduled to ship in August 2024.  
VRG 013 .....\$24.99

WIZARDS OF THE COAST

SPOTLIGHT ON

**MAGIC THE GATHERING CCG: ASSASSIN'S CREED BEYOND BOOSTER DISPLAY (24)**

*Assassin's Creed* emerges from the shadows to join *Magic: The Gathering*! Freerun through ancient locales with your favorite Assassins, equip deadly weapons, and ensure your targets are history. In each pack you'll find 1-4 cards of rarity Rare or higher, at least 1 shining Traditional Foil card, and at least 1 card with full, Borderless art. Every Beyond Booster includes at least 1 shining Traditional Foil card and 1 Borderless Card featuring gorgeous alt-art that extends all the way to the edges of the card. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D35830000.....PI



**MAGIC THE GATHERING CCG: ASSASSIN'S CREED BUNDLE**  
Open a box full of *Assassin's Creed*-themed Magic cards plus a box to store them in, a die to keep track of your life total, and Land. Freerun through ancient locales with your favorite Assassins, equip deadly weapons, and ensure your targets are history. Open 7-card packs full of classic characters, items, and moments from your favorite *Assassin's Creed* games with 9 Beyond Boosters in every Bundle. Every Bundle also comes with 1 promo card featuring Bundle-exclusive alternate art and a shining Traditional Foil treatment.  
WOC D35890000.....PI

SPOTLIGHT ON

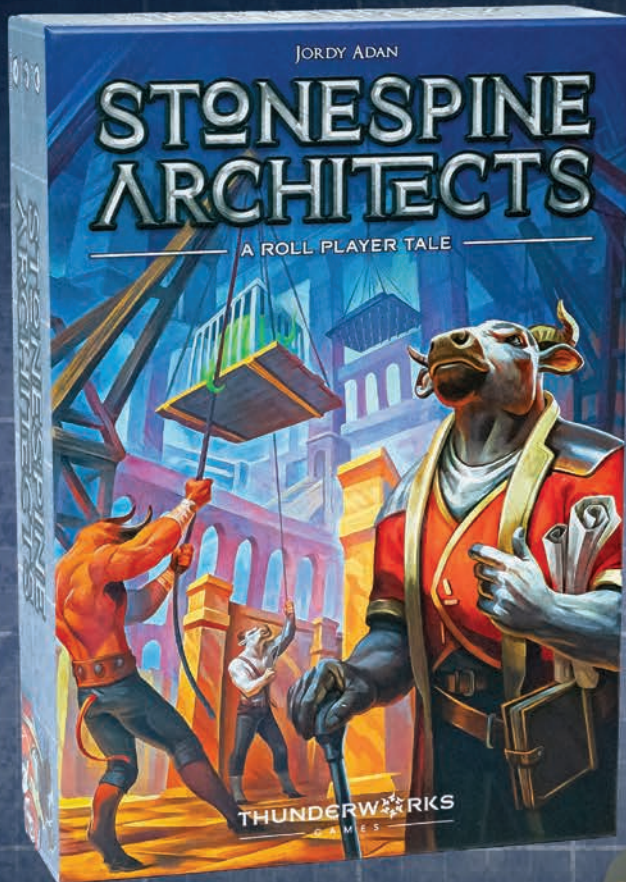
**MAGIC THE GATHERING CCG: ASSASSIN'S CREED COLLECTOR BOOSTER DISPLAY (12)**

Open twelve 10-Card Collector Boosters full of shining foils, Rare cards, and special *Assassin's Creed* alt-art, alt-frame cards. Collect cards with gleaming Collector Booster-exclusive foil treatments; every pack contains 2 Foil-Etched cards and may even include a Textured Foil card or unique Double Rainbow Foil Serialized card. With gorgeous art extending all the way to the edge of the card, every Collector Booster contains 1-2 Extended-Art cards (a Collector Booster exclusive) and 1-3 Borderless cards that will give you an alternate-art view of history. Take a trip back in time with the Animus and track down history's most elusive relics - all hidden inside *Assassin's Creed* Collector Boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D35850000.....PI





# STONESPINE ARCHITECTS



Build a perilous dungeon and become a master architect!



A new hit from the designer & publisher of Cartographers:

- Draft chamber cards featuring monsters, traps, and treasures.
- Arrange your dungeon carefully to complete paths, blueprints, and goals.
- Spend your money wisely on new elements & bonuses!



WORLD  ULOS

Made in China



ages 10+

RELEASING APRIL 2024



1-5 players

MSRP \$44.95



45-60 min.

THUNDERWORKSGAMES.COM

TWK4100

196852656066

10.75 x 7.5 x 2.75 in

Case Qty : 6





### MAGIC THE GATHERING CCG: ASSASSIN'S CREED STARTER KIT CARTON (12)

Begin your initiation with the Blue-Black deck, eliminating the competition with Master Assassin, Ezio, or arm yourself with the White-Red deck to overpower your enemies with Viking shieldmaiden, Eivor. Perfect for your first Magic game, teaching friends and family, or just a fun game night, use the included rules booklet to learn how to play, then leap into action and claim victory! Kick off your collection with 2 Mythic Rare cards (1 with a shining Traditional Foil treatment) and 8 Rare cards in each deck. Infiltrate the world of *Assassin's Creed* and begin your initiation into the Order. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D35880000.....PI

## SPOTLIGHT ON



### MAGIC THE GATHERING CCG: BLOOMBURROW BUNDLE

Put your best paw forward and enter the world of *Bloomburrow*; fight beside mice, frogs, bats, birds, lizards, squirrels, and other critters as you restore the balance of peace in the Valley and prove that bravery comes in all sizes! Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every pack. Every Bundle also comes with 1 Traditional Foil promo card featuring Bundle-exclusive alternate art, and 10 of the 30 included Land cards feature charming Full Art (5 foil, 5 nonfoil).

WOC D34280000.....PI

## SPOTLIGHT ON



### MAGIC THE GATHERING CCG: BLOOMBURROW COLLECTOR BOOSTER DISPLAY (12)

Put your best paw forward and enter the world of *Bloomburrow*; fight beside mice, frogs, bats, birds, lizards, squirrels, and other critters as you restore the balance of peace in the Valley and prove that bravery comes in all sizes! Collector Boosters are a shortcut to the coolest cards in a set, with packs full of Rare cards, shiny foil cards, and special alt-art, alt-frame cards. Collect more hard-to-find Bloomburrow cards with 5 cards of rarity Rare or higher and a total of 5 alt-border cards in every Collector Booster. Collector Boosters are the only place you'll find extended-art cards, with at least 1 in every pack, and are the only

place you may find a card with a special type of foil treatment **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D34260000.....PI

## SPOTLIGHT ON

### MAGIC THE GATHERING CCG: BLOOMBURROW COMMANDER DECK CARTON (4)

Put your best paw forward and enter the world of *Bloomburrow*; fight beside mice, frogs, bats, birds, lizards, squirrels, and other critters as you restore the balance of peace in the Valley and prove that bravery comes in all sizes! Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every pack. Every Bundle also comes with 1 Traditional Foil promo card featuring Bundle-exclusive alternate art, and 10 of the 30 included Land cards feature charming Full Art (5 foil, 5 nonfoil). In addition to cards from the set, each Bundle comes with Bundle-exclusive accessories, including a special die to track your life total and a sturdy box to store everything in. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D34270000.....PI



## SPOTLIGHT ON



### MAGIC THE GATHERING CCG: BLOOMBURROW PLAY BOOSTER DISPLAY (36)

Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of Art cards, Showcase cards, additional Rares, and a foil card in every pack. Each Play Booster contains 1-4 cards of rarity Rare or higher, including the possibility of a Borderless Mythic Rare card from Magic's history. Every booster also includes at least 1 shining Traditional Foil card of any rarity; in 20% of packs you'll also find a Traditional Foil Land card. Now found only in Play Boosters, some packs also contain an Art card showcasing a piece of art from the Bloomburrow set, sometimes with a foil signature from the artist. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D34240000.....PI

### MAGIC THE GATHERING CCG: BLOOMBURROW STARTER KIT CARTON (12)

Shrink down to critter size and battle for the Valley with two pre-built 60-card decks. Put your best paw forward and enter the world of *Bloomburrow*; fight beside adorable critters and prove that bravery comes in all sizes! Perfect for your first Magic game, teaching friends and family, or just a fun game night, learn how to play with the included Play Guide or the interactive online tutorial in *Magic: The Gathering Arena*. Buff up an army of woodland creatures to overpower your opponents with the Hare Raising deck or send your Otter friends surfing past your foe's defenses with the Otter Limits deck. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D34340000.....PI







Alan R. Moon & Aaron Weissblum

# 10 DAYS

— in the —

# USA

## LET THE JOURNEY BEGIN!

Travel the country as you chart your course, using destination and transportation cards. With a little planning and a dash of luck, can you best your fellow travelers in a race to complete a 10-day journey?

WATCH THE  
HOW TO PLAY  
VIDEO



8+ 2-4 30 Min.



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GAMES





**MAGIC THE GATHERING CCG: MODERN HORIZONS 3 BUNDLE**  
Introducing a heaping helping of exciting cards for Modern, one of Magic's most celebrated formats, plus the return of competitive favorites, there's something for everyone to love in Modern Horizons 3. Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every pack. Every Bundle also comes with

1 Traditional Foil promo card featuring Bundle-exclusive alternate art, and 10 of the 30 included Land cards feature stunning Full-Art (5 foil, 5 nonfoil). In addition to cards from the set, each MH3 Bundle comes with exclusive accessories, including a special die to track your life total and a sturdy box to store everything in.  
WOC D32950000.....PI

**MAGIC THE GATHERING CCG: MODERN HORIZONS 3 GIFT EDITION BUNDLE**  
Play Boosters are the best packs for playing Magic with friends and are fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every pack. Every MH3 Bundle: Gift Edition also comes with 1 Traditional Foil promo card featuring Bundle-exclusive alternate art, and 10 of the 30 included Land cards feature stunning Full-Art (5 foil, 5 nonfoil). Each Gift Bundle also comes with exclusive accessories, including a special die to track your life total as you play and a sturdy box to store everything in.  
WOC D32960000.....PI



## SPOTLIGHT ON

### MAGIC THE GATHERING CCG: MODERN HORIZONS 3 COLLECTOR BOOSTER DISPLAY (12)

Crush with a deck full of gorgeous special treatments; every Collector Booster contains 7 alt-frame cards, including the possibility of Retro-Frame, Borderless Profile, Borderless Frame Break, Borderless Concept Eldrazi, and Borderless Fetch Land cards. Both powerful and flashy, every pack contains 10-12 Traditional Foil cards and may contain Collector Booster exclusive, like Foil-Etched cards, a Textured Foil card, or even a foil Serialized card. Collector Boosters give you direct access to the most desirable *Modern Horizons 3* cards, including 5 cards of rarity Rare or higher in every pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D32920000.....PI



**MAGIC THE GATHERING CCG: MODERN HORIZONS 3 COLLECTOR COMMANDER DECK CARTON (4)**  
Get a bundle of 4 *Modern Horizons 3 Collector's Edition Commander Decks* (Graveyard Overdrive, Tricky Terrain, Creative Energy, and Eldrazi Incursion). Meet the new stars of your collection with an up-close, profile view of your commanders. Each deck includes 2 Legendary Creature cards featuring a striking Borderless Profile alt-art treatment and dressed to impress in Ripple Foil. These decks introduce a total of 60 never-before-seen cards to Magic: The Gathering, with 15 introduced in each deck. Win with style with powerful all-foil decks that are ready to defeat your opponents right out of the box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D32940000.....PI

## SPOTLIGHT ON

### MAGIC THE GATHERING CCG: MODERN HORIZONS 3 COMMANDER DECK CARTON (4)

Fill your graveyard and avenge the dead with Graveyard Overdrive, ramp lands and grow value with Tricky Terrain, use energy counters for powerful payoffs with Creative Energy, or unleash Eldrazi to devour all in your path with Eldrazi Incursion. With all 4 *Modern Horizons 3* Commander Decks, you'll get a total of 60 never-before-seen Commander cards, with 15 in each deck (including 2 foil Legendary Creatures). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D32930000.....PI



## SPOTLIGHT ON

### MAGIC THE GATHERING CCG: MODERN HORIZONS 3 PLAY BOOSTERS DISPLAY (36)

Introducing a heaping helping of exciting cards for Modern, one of Magic's most celebrated formats, plus the return of competitive favorites, there's something for everyone to love in Modern Horizons 3. Spice up your deck with powerful New-to-Modern cards, host a supercharged Booster Draft with friends, or discover Legendary Creatures with striking special treatments to inspire your next Commander Deck. Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of Art cards, striking alt-frame cards, and more. Both powerful and flashy, every MH3 Play Booster includes 1-5 cards of rarity Rare or higher and 1-2 shining Traditional Foil cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC D32900000.....PI



## WIZKIDS/NECA

### SPOTLIGHT ON



**DUNGEONS & DRAGONS 3" PLUSH CHARMS: GEM WYRMING 50TH ANNIVERSARY DISPLAY BY KIDROBOT (20)**  
Kidrobot and WizKids have teamed up to create this limited-edition display of *Gem Wyrm* Plush Charms to celebrate 50 years of *Dungeons & Dragons*. Each display contains 5 unique designs created especially for this occasion! There's nothing like precious gems to celebrate monumental achievements and milestones; the 50th Anniversary of *Dungeons & Dragons* is no exception! Scheduled to ship in June 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WZK 68357.....\$199.80

### SPOTLIGHT ON



**DUNGEONS & DRAGONS 7" SCALE ACTION FIGURE: LIMITED 50TH ANNIVERSARY EDITION STRONGHEART FIGURE**  
Celebrate the 50th anniversary of *Dungeons & Dragons* with NECA and WizKids! For this special occasion we have reimagined the classic Strongheart action figure release for the modern collector's market, with special touches to celebrate 50 years of *D&D*. Scheduled to ship in April 2024.  
WZK 52281.....\$29.99



**DUNGEONS & DRAGONS  
ONSLAUGHT: SCENARIO KIT -  
GRASP OF THE MIND PLAYER**

You have received a letter of unknown provenance, offering a hefty reward for clearing a pack of kobolds from a local dungeon. *Dungeons & Dragons Onslaught: Scenario Kit Grasp of the Mind Player* features six new scenarios that can be played individually or as an interlinked story adding value and replayability to your collection of *D&D Onslaught* and *D&D Miniatures*! Scheduled to ship in April 2024.

WZK 89725.....\$24.99

**DUNGEONS & DRAGONS  
ONSLAUGHT: TENDRILS OF  
THE LICHEN LICH STARTER SET**

The *Dungeons & Dragons Onslaught: Tendrils of the Lichen Lich Starter Set* has everything you need to play this exciting head-to-head miniatures game in a new faster and sharper format with teams of three characters per player! This Starter Set is fully standalone and provides a great single-box experience. Over the course of 6 scenarios, you'll fight each other as well as more and more powerful monsters, leading up to a final confrontation with the horrifying LICHEN LICH! Once players experience the starter set, they can quickly grow their gameplay options with existing and upcoming *Onslaught* expansions, as well as other *WizKids D&D* miniatures! Have players unlock their minis collections! Scheduled to ship in June 2024.

WZK 89731.....\$99.99

**DUNGEONS & DRAGONS:  
BEHOLDER 7" RESIN  
BLANK BY KIDROBOT**

Every beholder from the fantastic lore of *Dungeons & Dragons* is unique in form and color. Now you can create your own beholder with the 7-inch *Beholder Blank Resin Art Figure*, brought to you by another powered-up team-up between *Kidrobot* and *WizKids*. For the young to old, experienced hobbyist to first-timers, each *Beholder Blank* is a 3D canvas! It's ready for scribbling, painting,

decoupage, and designing whatever your imagination desires. Decoupage? Yes! Bedazzling? Also yes! There is no wrong way to design your one-of-a-kind beholder! Whatever your final design is, your beholder will know it is the best beholder out there. Scheduled to ship in September 2024.

WZK 68362.....\$59.99

**SPOTLIGHT ON****DUNGEONS & DRAGONS:  
BEHOLDER 7"  
RESIN FIGURE - GLOW-IN-  
THE-DARK EDITION  
BY KIDROBOT**

From realms unknown deep within the rich lore of *Dungeons & Dragons*, a horrifyingly cute beholder appears before you! While beholders are known for being egotistical, paranoid, and have a variety of powerful and deadly eye rays, this one just wants to set up a lair in your room! *Kidrobot* and *WizKids* are excited to release these 7-inch resin beholders into the world! Each 7-inch resin beholder has glow-in-the-dark irises, teeth, and drool. Scheduled to ship in September 2024.

WZK 68363.....\$79.99

**DUNGEONS & DRAGONS:  
SACRED STATUE 13"  
50TH ANNIVERSARY  
PLUSH BY KIDROBOT**

In celebration of the 50th anniversary of *Dungeons & Dragons*, *WizKids* and *Kidrobot* are excited to share this special plush offering! This adorable plush is based off the original *First Edition Players Handbook* cover art by David Trampier from 1978. This stoic statue plush is ready to serve as a monument to your love of *Dungeons & Dragons*; it will fit perfectly in your personal dungeon setting whether that be your game room, bedroom, or game store! We trust that you will take better care of

your Sacred Statue than those pesky adventurers did on the first ever *Players Handbook*, like any other creature, this statue likes to keep its eyes intact (though those sparkly gems can be hard to resist)! Scheduled to ship in June 2024.

WZK 68361.....\$34.99

**DUNGEONS & DRAGONS: ICONS OF THE REALMS -  
GARGANTUAN BAHAMUT BOXED MINIATURE**

Bahamut, the patron and progenitor of metallic dragons, displays his full glory as the Platinum Dragon, towering over most dragons. Sitting at just under 10 inches tall with a wingspan of 19 inches, Bahamut is ready to wreak monumental destruction with his Platinum Fire breath. Bahamut can often be found in his mortal disguise, known as Fizban the Fabulous, accompanied by 7 ancient gold dragons who favor disguising themselves as canaries. Scheduled to ship in August 2024.

WZK 96305.....\$399.99

**DUNGEONS & DRAGONS: ICONS  
OF THE REALMS - MISKA THE  
WOLF-SPIDER BOXED MINIATURE**

Bring Miska the Wolf-Spider, a terrifying demon lord that features in *Vecna: Eve of Ruin* to your campaign! This never-before-sculpted character is a chaotic hybrid of wolf, spider, and human. This pre-painted, Huge-sized miniature sits on a 75mm base, making it perfect for play at the table or as an eye-catching centerpiece. Features: Huge-sized creature on a 75mm base. Perfect for play at the table or as a cornerstone in your collection. Scheduled to ship in August 2024.

WZK 96311.....\$49.99

**DUNGEONS & DRAGONS:  
ICONS OF THE REALMS -  
SPIDERDRAGON  
BOXED MINIATURE**

Elevate your *Vecna: Eve of Ruin* campaign with the *D&D Icons of the Realms: Spiderdragon Boxed Miniature*! This huge boxed miniature set features the terrifying Spiderdragon that is sure to inspire dread among your players. Scheduled to ship in July 2024.

WZK 96309OLD.....\$39.99





IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



**DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 32 VECNA EVE OF RUIN BOOSTER BRICK (8)**

Prepare for the Vecna: *Eve of Ruin* campaign with these 8-count Booster Bricks, featuring creatures and characters from the campaign. Collect all 40 miniatures in our newest set of randomly sorted monsters and characters from the Vecna: *Eve of Ruin* campaign. Features: These 40 minis have broad appeal and include both famous characters and common enemies. Includes never-before-sculpted characters and creatures. Scheduled to ship in August 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 96309 ..... \$159.92



**DUNGEONS & DRAGONS HEROCLIX: ICONIX - EYE OF THE BEHOLDER**

For the first time ever, some of the most incredible elements of *Dungeons & Dragons* are entering *HeroClix*! Whether you encountered your first Beholder decades ago or hope to see one in your next adventure, you can bring its awesome power to your next *HeroClix* game! Scheduled to ship in September 2024. WZK 95899 ..... \$24.99



**DC HEROCLIX: STARTER SET 2025**

Suit up and take the first step on your heroic adventure with the *DC HeroClix: Starter Set 2025*! There is no better place to start your *HeroClix* journey! This starter set features four detailed, ready-to-play, pre-painted figures of some of the most popular DC Characters: Batman, Wonder Woman, Superman and Blue Beetle! Each character comes with two different levels of gameplay to guide players through their first few matches as their team becomes more powerful. Scheduled to ship in August 2024. WZK 84108 ..... \$39.99



**MARVEL HEROCLIX: BLACK PANTHER BOOSTER BRICK**

First appearing in comics in 1966, Black Panther has gone on to be one of the world's most recognizable comic characters, and in addition to leading the nation of Wakanda he's even led The Avengers! Wakanda will be stronger than ever with a full set of Black Panther and his allies! Scheduled to ship in August 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 84946 ..... \$169.90



**MARVEL HEROCLIX: BLACK PANTHER PLAY AT HOME KIT (T'CHALLA VS KILLMONGER)**

T'Challa is the King of Wakanda and he'll bring great leadership to your next *HeroClix* team! Bring the action to the tabletop like never before in this awesome *HeroClix* set! Play out his rivalry with Killmonger with a friend! Scheduled to ship in August 2024. WZK 84949 ..... \$24.99



**MARVEL HEROCLIX: BLACK PANTHER PLAY AT HOME KIT 2 (SHURI VS KLAU)**

This *Play at Home Kit* will let you and your friends pit Shuri vs Klaw! Will Wakanda's greatest scientist overcome a no-good Vibranium thief? Find out! Scheduled to ship in August 2024. WZK 84950 ..... \$24.99

**MARVEL HEROCLIX: BLACK PANTHER RELEASE DAY KIT**

Release Day Organized Play Kits are back again for *Marvel HeroClix: Black Panther*! Celebrate the release of this epic set with the exclusive new Black Panther (T'Challa) prize figure with a cool unmasked look! Scheduled to ship in August 2024. WZK 84951 ..... \$26.00



**MARVEL HEROCLIX: DEADPOOL WEAPON X JEFF'S PIZZA PARTY**

This *HeroClix Pizza Party* will let you and join forces with the Marvel Universe's cutest little shark: Jeff the Baby Land Shark! This adorable figure is a perfect addition to your collection or maybe even your next team! After all, Deadpool and Elsa Bloodstone can't get the win all by themselves! Scheduled to ship in June 2024. WZK 84965 ..... \$19.99



**MARVEL HEROCLIX: DEADPOOL AND HIT-MONKEY HEIST PACK**

Deadpool and Hit-Monkey are two of the coolest mercenaries in the Marvel Universe. They're ready for their next big score, joining your *HeroClix* collection! Scheduled to ship in June 2024. WZK 84963 ..... \$19.99

**MARVEL HEROCLIX: ICONIX - FIRST APPEARANCE SPIDER-MAN**

When young Peter Parker gains remarkable abilities from a radioactive spider, he must step up and try to become a hero while also dealing with the fantastic pressures of an everyday teenager! For with great power, there must also come great responsibility! Spider-Man's impact upon comics and pop-culture can't be overstated. This *Iconix* release captures one of the most impactful comics of all-time and brings it to your game shelf, play table, or *HeroClix* collection. Whether you're a fan of great power, great responsibility, or both, these figures are must-haves! Scheduled to ship in October 2024. WZK 84922 ..... \$24.99



**MARVEL HEROCLIX: STARTER SET 2025**

Suit up and take the first step on your heroic adventure with the *Marvel HeroClix: Starter Set 2025*! There is no better place to start your *HeroClix* journey! This set features four detailed, ready-to-play figures of some of the most popular Marvel heroes: Hulk, Thor, White Widow, and Captain America! Each character comes with two different levels of gameplay to guide players through their first few matches as their heroes become more powerful. With multiple gameplay scenarios, enjoy hours of action-packed excitement as you battle across your tabletop! Scheduled to ship in August 2024. WZK 84999 ..... \$39.99





## MAGE KNIGHT BOARD GAME: THE APOCALYPSE DRAGON EXPANSION

The beloved modern classic is back with the first major expansion since 2015! You'll meet a new playable hero: Coral, who wants revenge on the Apocalypse Cult. You'll also find new enemies to fight, including the four horsemen and the fearsome Apocalypse Dragon. You'll explore new tiles with new locations and challenges. This all comes together in a story-driven campaign mode featuring new scenarios and more! Combining elements of RPGs, deck-building, and traditional board games, *Mage Knight* puts you in control of a powerful *Mage Knight* as you explore (and conquer) a corner of the *Mage Knight* universe. Build your army, fill your deck with powerful spells and actions, explore caves and dungeons, and eventually conquer powerful cities! *Mage Knight* is an epic experience for up to 4 players, and great for solo players who wish to adventure on their own! Scheduled to ship in February 2025.

WZK 87603 ..... \$59.99



### PATHFINDER BATTLES: ADULT UNDERWORLD DRAGON BOXED MINIATURE

Underworld dragons embody the pressure between tectonic plates, the heat behind geysers, and flash fires that ignite when the conditions are just right. Natural alchemists, these dragons innately understand reagents and catalysts. Underworld dragons appear angular and sharp; their scales glow as if superheated from within, and their hair flickers like tongues of flames. An intense fire glows behind their gazes, suggesting they could ignite items with a mere thought, and their breath ripples the air as a testament to the heat contained within their bodies. Scheduled to ship in August 2024.

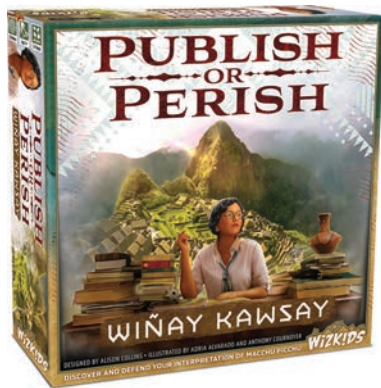
WZK 97571 ..... \$59.99



### PATHFINDER DEEP CUTS: ADULT UNDERWORLD DRAGON BOXED MINIATURE

Underworld dragons embody the pressure between tectonic plates, the heat behind geysers, and flash fires that ignite when the conditions are just right. Natural alchemists, these dragons innately understand reagents and catalysts. Underworld dragons appear angular and sharp; their scales glow as if superheated from within, and their hair flickers like tongues of flames. An intense fire glows behind their gazes, suggesting they could ignite items with a mere thought, and their breath ripples the air as a testament to the heat contained within their bodies. Scheduled to ship in August 2024.

WZK 90105 ..... \$49.99



### PUBLISH OR PERISH: WINAY KAWSAY

Machu Picchu has captivated the imagination of the world and academia alike. There's been plenty of theories about what its purpose could have been. Was it a lost city? Perhaps a citadel? Or maybe something else entirely? That is for you to decide! In *Publish or Perish: Winay Kawsay* (roughly pronounced win-nyay cow-say) you will step into the shoes of historical scholars! Uncover artifacts, reexamine evidence, publish your histories, and navigate the impact of your actions on this enigmatic wonder. In the deeply competitive world

of publish-or-perish academia, will you succeed in influencing perception of what Machu Picchu really was? Or will your theories be one of many forgotten attempts at unravelling this mystery? Embark on a thrilling journey of historical discovery with *Publish or Perish: Winay Kawsay*. Scheduled to ship in November 2024.

WZK 87604 ..... \$69.99

## SPOTLIGHT ON



### WIZKIDS ENCOUNTER IN A BOX: CULT OF THE SPIDER

Even a simple village could be hiding a dark secret. Deep below an unassuming hamlet lies a series of caverns, their walls crawling with thousands of spiders, some far too large. Will you venture down into the dark and uncover whatever dark rituals the Cult of the Spider is hatching? This boxed set has everything you need to run a harrowing encounter against a group of evil spider-worshipping cultists. Scheduled to ship in August 2024.

WZK 76508 ..... \$29.99

## WYRD MINIATURES

### MALIFAUX 3RD EDITION

Scheduled to ship in May 2024.



### EXPLOSIVE DUETO

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STARFINDER RPG: 2ND EDITION PLAYTEST BOOK  
PZO 22000-SC ..... \$47.99 | Available July 2024!

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# STARFINDER

## SHOOT THROUGH THE STARS

Get ready for liftoff — the *Starfinder Second Edition Playtest* is right around the corner!



Announced at Gen Con 2023, the *Starfinder Second Edition Playtest* has been in ongoing development here at Paizo, and we're almost ready for launch! There's a whole host of playtest materials coming out this fall — consider this your guide to how you can shape the future of *Starfinder Second Edition*!

### STARFINDER FIELD TESTS

Previews of *Starfinder Second Edition* rules are already available for free at [Starfinderplaytest.com](https://starfinderplaytest.com)! Check out snapshots of new classes, creatures, spells, and equipment, along with insight from the *Starfinder* team. Remember, these rules are far from finalized!

### STARFINDER PLAYTEST RULEBOOK

Hop into the Drift and cruise into compatibility with the *Starfinder Playtest Rulebook*! The *Starfinder Playtest Rulebook* will be available as a softcover book for purchase, or as a free PDF download via the Paizo website. As *Starfinder Second Edition* will be mechanically compatible with *Pathfinder Second Edition*, the basic rules and chassis are already built—thus, this playtest is all about *Starfinder*-specific classes, creatures, equipment, and more!

The *Starfinder Playtest Rulebook* covers six playable classes, ten ancestries, and a host of new backgrounds, skills, feats, equipment, spells, and more. Build characters from levels 1 to 20, test the cross-compatibility of systems by tossing a *Starfinder* alien into your *Pathfinder* game (with GM permission, of course!), and help shape the game during the playtest period: August 1 through December 31, 2024.



Note: As the basic rules for the *Second Edition* engine are not included in the *Starfinder Playtest Rulebook*, *Pathfinder Player Core* and *Pathfinder GM Core* are required to play. The rules printed in both books are available for free on Archives of Nethys at [aonprd.com](https://aonprd.com).

For players who prefer virtual play, worry not! We've partnered with Foundry VTT to have Foundry integration for the *Starfinder Playtest Rulebook* ready at launch. Jump right into a *Starfinder*

*Playtest* game at home, online, or at your friendly local game store!

### STARFINDER PLAYTEST ADVENTURES

As part of the playtest, the *Starfinder* Team has written two standalone adventures: *A Cosmic Birthday* and *Empires Devoured*. These 64-page adventures not only encourage players to explore the *Starfinder Playtest* rules, but also place the heroes at pivotal moments in the *Starfinder* timeline!

*A Cosmic Birthday*, written by Jenny Jarzabski, is an adventure for 1st level characters. With a blend of dungeon crawling and sandbox adventures, this module introduces the new rules across multiple styles of play.

A new god is being born — and its followers are determined to aid in that process, no matter the consequences. Explore the Ghost Levels of Absalom Station and face a host of cosmic horrors — returning *Starfinder* favorites and new creations — to save Absalom Station from being torn apart by this new god's birth!

*Empires Devoured*, written by Thurston Hillman, is an adventure for 10th level characters. This cinematic module presents a thrilling gauntlet for higher-level characters as they take the lead in diplomatic negotiations, wilderness survival, and defending a city caught in the crossfire of galactic war.

As the Azlanti Star Empire and the Veskarium prepare to sign a historic treaty on a backwater planet, the heroes find themselves trapped in a web of conflict and treachery — survive or be devoured!

Whether you dive into these adventures or craft your own, we look forward to hearing about your *Starfinder Playtest* games.

### STARFINDER SOCIETY PLAYTEST SCENARIOS

If you'd rather try a one-shot adventure designed to for a 2 to 3-hour gaming session, look no further than *Starfinder Society*, our Organized Play Program for *Starfinder*. *Starfinder Society* is releasing a batch of playtest adventures for levels 1, 5, 10, and 15, each written by a member of the *Starfinder* team! Whether you're a *Starfinder Society* regular or you've never sat down at a *Society* table before, we invite everyone to try the *Starfinder* playtest scenarios and get a taste of *Starfinder Second Edition*!

You don't need to be a member of *Starfinder Society* to enjoy these playtest adventures, but GMs and players who participate in the *Starfinder* playtest can earn special Organized Play rewards. And don't fear — if you're a *Pathfinder Society* player, there are rewards in store for you as well. We want the input of *Pathfinder* and *Starfinder* players alike — as well as people new to our system — as we craft *Starfinder Second Edition* into the science-fantasy roleplaying game that shoots for the stars!

...

Rue Dickey (he/they/xe) is Paizo's Marketing and Media Specialist. This article was written with guidance and input from Thurston Hillman (he/him), *Starfinder* Managing Creative Director, and Jenny Jarzabski (she/xe), *Starfinder* Senior Developer.



# Blood & Plunder

## NEW VESSEL BARCO LUENGO

By Alec Aguila

A new ship has arrived at the shores of **Blood & Plunder**! Firelock games has unveiled and released the Barco Luengo, a versatile ship perfect for any fighting force in the Caribbean!

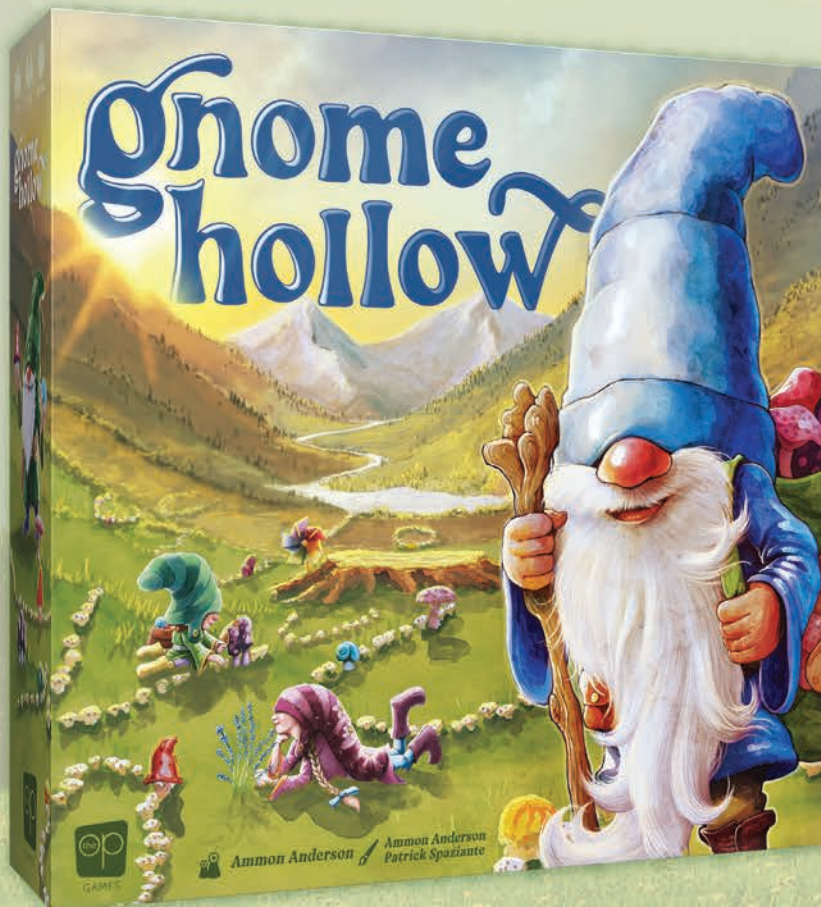
A traditional shallow draft vessel for coastal defense among European countries, the Barco Luengo (Which is Spanish for "Long Boat") is a flexible craft that is popular among many colonial militias, pirates, and privateers alike. Usually armed with only swivels, larger versions mounted bows chasers and often a few deck guns in the quarterdeck. This flexible armament combined with its excellent performance under oar or sail makes this a serious coastal threat!

The ship comes unassembled with a variety of parts that players can customize and put together. These parts include a game card, one Barco Luengo 11 x4 " Plastic Resin Hull, 5 Wooden dowel for Masts & Spars, 4 Yards of Elastic for Rigging, 14 Laser cut wooden Rigging Parts, as well as 6 Cannons, 6 Swivel guns, and other accessories in resin.

While the ship may come unpainted, the resin build material allows the Barco Luengo to showcase exquisite detail while also not compromising on durability and sturdiness. When fully assembled & painted, the Barco Luengo model weighs around a pound, and carries a sense of heftiness and strength when used on a tabletop board. Whether its being used to bolster the forces of pirates, militiamen, or daring privateers, the Barco Luengo is an excellent add to any sea faring force in the **Blood & Plunder** universe!







# gnome hollow

Gnome Hollow is a beautiful Eurogame featuring spatial, tile placement/worker placement mechanics where players grow a tabletop garden of mushrooms and flowers. Players place tiles to develop rings of valuable mushrooms.

Once completed, they harvest each mushroom, choose bonuses, and eventually carry their mushrooms to market to sell for the shiniest treasures available in the hollow. Player boards automatically calculate scores while simultaneously offering strategic decisions. This whimsical game is watercolored to celebrate the full beauty of nature.



@theopgames

TheOpGames.com

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# WHERE ANIME, STRATEGY, AND COLLECTIBLES COLLIDE!

**JAPANIME TACTICS: GRANBLUE FANTASY - GRAN STARTER SET**  
**GGD JPG900 ..... PI | Available Q3 2024!**

Japanime Tactics is set to revolutionize the gaming scene this Spring with the highly anticipated release of its *Granblue Fantasy* starter sets, accompanied by an exhilarating array of booster packs featuring a diverse range of characters with unique abilities. Japanime Tactics marks a significant milestone for enthusiasts of Anime and board games alike, promising an immersive and thrilling gaming experience like never before.

At the core of Japanime Tactics lies a captivating blend of accessible yet deeply strategic gameplay. Designed to be easy to learn yet challenging to master, it offers players a perfect balance of simplicity and complexity. From casual gamers to seasoned strategists, there's a little something for everyone to enjoy.

One of the most compelling features of Japanime Tactics is its customizable team mechanics. Players have the freedom to assemble their dream team from a vast roster of characters, each with their own distinct abilities and attributes. Whether you're a fan of Gran's formidable strength or Katalina's martial arts prowess, there's a character to suit every playstyle and preference.

The excitement doesn't end with the starter sets — booster packs add a whole new dimension to the game. Bursting with an assortment of characters and abilities, these packs offer endless possibilities for team composition and strategic planning. With each new pack, players can expand their collection and discover new ways to dominate the battlefield.

Eric Price, founder and CEO of Japanime Games shared some information about the inception of the game: "The original concept of Japanime Tactics was created by Eric Price, and after much brainstorming and direction-finding, left in the very capable hands of Josh Derksen of Lynnvander Studios to create the actual game itself. We wanted a game that gave you everything you needed to play, right out of the box, but had expandability planned out for years to come. When you play the game, you choose 4 characters to build your 'team', and shuffle their action cards together into a small deck of cards that are used to power the characters and (hopefully!) defeat your opponent's team."

Strategic depth is further enhanced by the diverse types and colors of action cards. These cards introduce an additional layer of complexity to the game, allowing players to leverage their tactical skills and exploit their opponents' weaknesses. By strategically matching colors and types, players can unlock powerful bonuses and gain the upper hand in battle.

As the skirmish unfolds, players will find themselves immersed in a dynamic and fast-paced 1v1 showdown. Each match presents a unique set of challenges and objectives, from collecting crystals to outmaneuvering opponents and seizing control of key positions on the battlefield. It's a test of skill, strategy, and adaptability, where every decision can mean the difference between victory and defeat.

But the excitement doesn't stop there — the future holds even greater promise. Soon, characters from the beloved franchise *Sword Art Online* will join the fray, adding a whole new dimension of excitement and anticipation to the world of Japanime Tactics. With iconic characters like Kirito and Asuna at your disposal, the possibilities for epic battles and unforgettable moments are limitless.

In an interview with Eric Price, more details on Japanime Tactics were discussed: "Japanime Tactics is a game where Trading Card Games (TCGs) meet Collectible Miniature Games (CMGs). The game will have two starter sets on release, and each starter includes 4

double-sided terrain tiles, terrain such as trees and hills, and everything you need for two players to play the game. Additionally there will be a display box of character packs that can be purchased to expand the game, allowing you to mix and match characters for a new experience every time you play.

The game will involve many different anime-related licenses, the first of which is *Granblue Fantasy*, followed by *Sword Art Online*, and others (yet to be announced!).

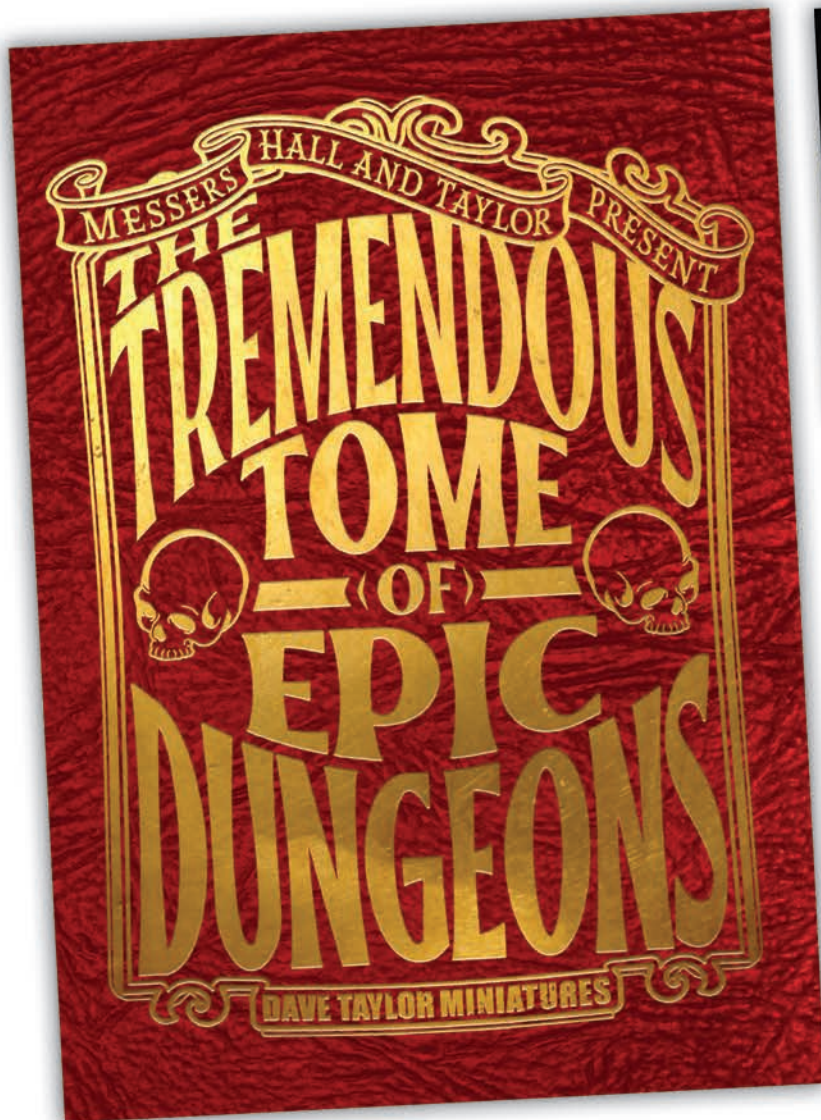
In the world of Japanime Tactics, every match is an opportunity to showcase your skills, unleash devastating abilities, and emerge victorious against formidable opponents. Whether you're a seasoned veteran or a newcomer to the world of tactical gaming, there's never been a better time to jump into the action and experience the thrill of battle like never before.

So gather your team, sharpen your blades, and prepare for the ultimate gaming experience. With Japanime Tactics' *Granblue Fantasy* starter sets, booster packs, and the promise of future expansions, the adventure has only just begun. Are you ready to take your place on the battlefield and carve your name into legend? The fate of the world hangs in the balance — it's time to make your mark and seize your destiny.

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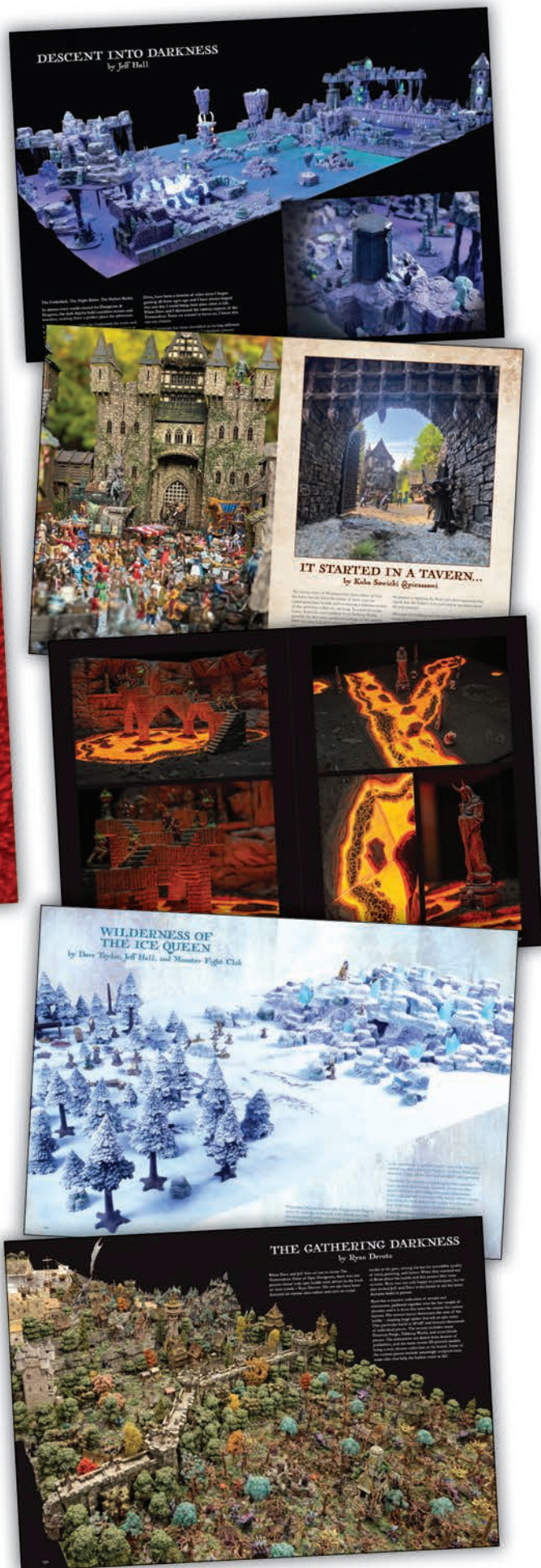




Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF  
EPIC DUNGEONS (160p)  
- \$55 MSRP**





# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE 69: VARIETY WITHIN UNIFORMITY

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

### MIXING IT UP WITH AN ARMY’S COLOR SCHEME

Over the past six months I’ve been working on a new Space Marine army. With more than 120 models painted so far, it’s really more of a collection that I can pull gaming armies from. I plan to add another 40 models or so in the coming months, and yes, painting the same scheme can become a bit of a grind over that many models!

This collection of Space Marines are a chapter of my own devising, inspired by a trip to Iceland last year. I fell in love with the colors of the landscape and ocean and created a scheme that included primarily the greys and deep sea greens of the ocean surrounding Iceland, and the blacks of the volcanic landscape. My initial scheme included a fade from a deep green at the bottom of the legs to a mid-grey at the top of the model. While it looked pretty cool, I knew it would be difficult (or time-consuming) to replicate over an entire army.

Instead I opted for a simpler scheme, as shown on the Intercessor model opposite. The model is primed black, then basecoated with Deep Sea Ben from the ProAcryl range, which is then highlighted up through Neutral Grey (ProAcryl) to Vallejo Light Grey. The shoulder pads and helmet are painted black with The Army Painter Matt Black. The face plate on the 3D-printed helmets was painted using my standard “bone” recipe to act as a bright focal point against the black and greys. All of the straps and pouches are painted with a warm leather look, and most of the trim and sigils are painted a polished bronze (with the occasional bit of green patina). The “army badge” — a jade green field with a diagonal white bar — is typically painted on the left knee pad, and on the tilting shields for sergeants and other characters.

There are many different units in the Space Marine range, and here are a few ways I adjusted/tweaked the scheme to keep it all interesting:

**INFILTRATOR:** The lighter, more “tactical” look of the Phobos-pattern armor meant there weren’t as many opportunities for embellishment, so I kept it simple and left to bone color off the helmets too.

**STERNGUARD:** These veteran Space Marines have more trinkets and embellishments than the Intercessors, including the loincloth which I painted a simple linen color. I also painted the top plates on the backpack in black to help differentiate them.

**TERMINATOR:** These veterans received a similar treatment to the Sternguard, and I painted their entire upper torso black. The massive power fist plates were painted in the jade green of the army badge, but without the white stripe.

**BALLISTUS DREADNOUGHT:** This venerated war machine received a split color scheme (black and grey) and the bone was brought in on the various scroll work and purity seals.

**BRUTALIS DREADNOUGHT:** This armor of this aggressive close-combat machine was painted entirely in black, as a terror tactic for the battlefield. It does, however, retain the army badge on its left knee.

**BLADEGUARD CAPTAIN:** This model will lead my army in most games and be accompanied by a squad of Bladeguard Veterans. Accordingly he uses a similar scheme to the Sternguard, adding the dark jade green on his shield.

The miniatures used as examples on these pages are from the Warhammer 40,000 Space Marines range from Games Workshop.





Bladeguard Captain



Ballistus Dreadnought

Brutalis Dreadnought



Intercessor



Infiltrator



Sternguard



Terminator

## UNIFORM YET INDIVIDUAL

My Ballistus Dreadnought (left) and Redeptor Dreadnought (right), both use the split black/grey color scheme with the army badge on the left knees and the Chapter sigil on the left of the forward-facing shoulder plates.

After that, I was able to individualize things a bit more, like the name scrolls on their top right shoulder plates and the celtic knot freehand on their left shoulders. Similar, but different.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





## MEDICI (SFL MED-001)

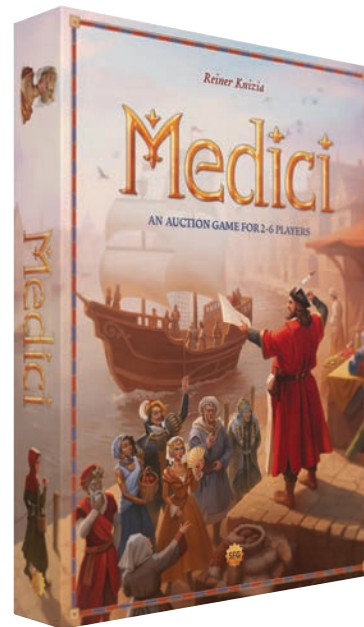
From Steamforged Games, reviewed by Eric Steiger

 10 & Up	 2 - 6 Players
 60 Minutes	 \$39.99

Full disclosure: *Medici* is not my favorite Reiner Knizia auction game. That honor goes to *Ra*, which may be one of my favorite games ever. However, it is my *2nd* favorite, and when the population of "Reiner Knizia Auction Games" is large enough to constitute a statistical universe on its own, that's still saying something. *Medici* may also be one of the purest auction games ever made, and there's a reason why it's rarely left print, even after bouncing from publisher to publisher, in the nearly 30 years since it debuted. This latest version was provided to me by Steamforged Games, who were wise enough not to try to improve on its mechanical perfection while making it incredibly pretty.

If you've never played *Medici* before, I'm jealous that you still have that experience to look forward to in your life. Play proceeds over three different rounds of auctions. On your turn, you reveal a lot of 1-3 cards from the deck of 36 different commodities (5 different suits of cards with values 0,1,2,3,4,5,5, plus 1 10-point gold card), and start the bidding to your left. In order, each player has **one** chance to bid any number of VP that they have on the lot; if you are outbid, you do not have a chance to increase your bid. The player who revealed the lot has the final chance to bid. Winning the lot lets you take the cards and put them on your ship to sell at the end of the round. Note that your ship only has 5 card slots, and you cannot bid on a lot if it would exceed your capacity. The round ends when all but one player have filled their ships, and that player tops theirs off (for free) from the top of the deck. You then sell your cargo and score.

Scoring at the end of the round takes place in two phases: total cargo value, and commodities. You total up the values of all of the cargo on your ship, and players score points based on their value rank - depending on the player count, the highest total scores 30, followed by 20, 15, 10, 5, and 0. You then score for each commodity - each different type of commodity has a separate track, and you move up on the track for each card of that suit (regardless of value) on your ship. The highest player on the track scores 10 points, followed by the next highest scoring 5. Additionally, if you are in the top 3 spaces on the commodity track, you score additional



bonus points. The gold card contributes 10 points towards your total cargo value, but doesn't advance you on any commodity tracks.

You then repeat the process for a total of 3 rounds. That's it — that's the entire game. Even at 6 players, if it takes longer than an hour, especially once all players are familiar with it, I would be surprised. But it's incredibly addictive, and elegant in its simplicity. The main decision point is figuring out how many points a particular lot is worth to you, and whether it is worth more to somebody else, and then, how much is it worth to you to keep it from them, etc. This can be frustrating early on, but by the middle of the game, is a fantastic puzzle you will love trying to solve.

In terms of components, this is almost certainly the definitive edition of *Medici*, and it's wonderfully illustrative of how far production has come since 1995.

The board is beautiful, with full color art matching each of the five commodities, and wooden tokens to show the days and track commodity scoring. It's clear that Steamforged put a lot of time into figuring out where a component might be useful, rather than simply necessary, such as with the tokens and the included "first player" card, and then did the work to make that component as pleasant as possible. It's quite satisfying to see how far we've come over the past thirty years.

At first glance, you may think *Medici* might not be for you, especially if you haven't tried many light-medium Euro-style games. But if you want one of, if not *the*, most definitive auction games in the history of modern board gaming, or your 29-year-old copy of it is finally due for a replacement or upgrade, then now is the time to get onboard.

...

*Eric is your friend, and friends wouldn't let you play bad games.*





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**KOBOLDS ATE MY BABY! RPG: THE ORANGE BOOK (9LG 9025)**

From 9th Level Games, reviewed by John and Dell Kaufeld

 8 & Up	 2 - 8 Players
 120 Minutes	 \$24.99

During my first visit to the *Origins Game Fair* many years ago, someone standing nearby suddenly yelled, "All hail King Torg!" at the top of their lungs. I just stood there, stunned. I was still figuring out what happened when a chorus of enthusiastic yelps started echoing up and down the convention center's main concourse: "All hail King Torg!" "All hail King Torg!" "All hail King Torg!"

I didn't know who King Torg was, but a lot of very passionate people apparently did.

And after reading *Kobolds Ate My Baby! The Orange Book*, from 9th Level Games, I'm finally qualified to join the "All hail King Torg!" chorus in a doomed effort to keep my kobold alive — at least for a few more minutes.

Please join me, kobold-player-to-be, for a roleplaying romp through the top five things you need to know about the latest version of the self-proclaimed "original beer and pretzels roleplaying" game, *Kobolds Ate My Baby! The Orange Book*.

**YES, WE'RE ALL KOBOLDS**

Almost all roleplaying games (RPGs) on the market today offer lots of ancestry options. Humans, elves, halflings, goblins, and so on are all available for your character building needs.

Not so in *Kobolds Ate My Baby*. Here, we're all kobolds, but not the vaguely reptilian ones from your favorite fantasy games.

Instead, we're furry orange kobolds with lots of teeth. But on the bright side, we're always busy serving King Torg (All hail King Torg!), so there isn't time to get sad or bored.

**MAKING A KOBOLD**

Building a character for *Kobolds Ate My Baby* is easy. That's a good thing because you'll do it plenty of times during every game.

Your kobold starts with a job and a flavor, both of which impact gameplay. The kobold's job represents something they're (marginally) good at doing, so when you do it, you get to roll two dice and take the higher outcome.

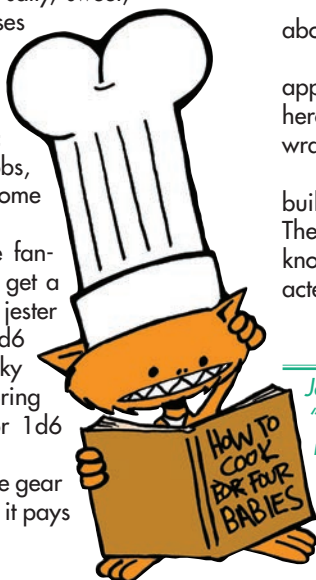
Likewise, a kobold's flavor (bitter, sour, salty, sweet, spicy, or Umami) gives the character bonuses to various rolls depending on the flavor.

**JOBS GIVE YOU STUFF**

Whether you use one of the six basic jobs or pull from the list of 36 advanced jobs, your kobold automatically gets to roll for some job-related gear.

Gear ranges from the mundane to the fantastic to the painfully punny. A bard might get a guitar, beret, glitter, or a bathrobe. A court jester might roll an anvil, a kobold puppet, or 1d6 Scrolls of Dance Remix. If your kobold is lucky enough to be a mad scientist, they could bring along a gravity apple, a chemistry set, or 1d6 Scrolls of Blind them with Science.

And whatever you do, be sure to read the gear list for the Knights Who Say Grot. (Honestly, it pays for the whole book right there.)

**SIX ROLLS TO RULE THEM ALL**

Kobolds, being somewhat dumb, can only do four types of actions: eat, feet, beat, and meat. And they do all of those actions with a six-sided die — the one and only type of die used in *Kobolds Ate My Baby*.

If it involves the kobold's head, it's "eat" (even if they aren't eating, which is rare). If it's moving, running, or anything vaguely athletic, it's "feet". In a fight? That's a "beat" roll. Finally, if your kobold wants to solve a problem, it's a "meat" roll (as in "use your head").

The other two rolls are specials. Rolling a 1 for an action involving something you're good

at, it's an automatic success. Getting a 6 on the die lets you cheat. You automatically succeed, but you also take a Kobold Horrible Death Check.

**HORRIBLE DEATH CHECKS**

Rather than muck around with hit points and the whole "bloodied" thing, *Kobolds Ate My Baby* relies on the Kobold Horrible Death Record, which occupies a corner of your character sheet.

Whenever you get hit, fail the roll for an action or a save, do something stupid or dangerous (or both), or simply irk The Mayor (that's your game master), you mark off one of the skulls in the death record and roll 2d6.

Add the total from the dice to the number of marked-off skulls. If the total is 12 or less, your character is fine. Otherwise, it's off to the Random Horrible Kobold Death chart for your character!

**VERDICT**

*Kobolds Ate My Baby! The Orange Book* lives up to its tagline about being a "beer and pretzels roleplaying" game.

This game doesn't have a serious page anywhere in it. Do no approach this game with visions of grand adventures and years-long heroic quests. This is a game best approached with tongs, bubble wrap, and a dangerous McGuffin in your pocket.

The book gives players everything they need to build (and keep building) kobolds, along with ways to fight, run, eat, and "the like." The book's back half focuses on what The Mayor (your GM) should know about creating a game, running it, and killing off player characters right and left.

Highly recommended!

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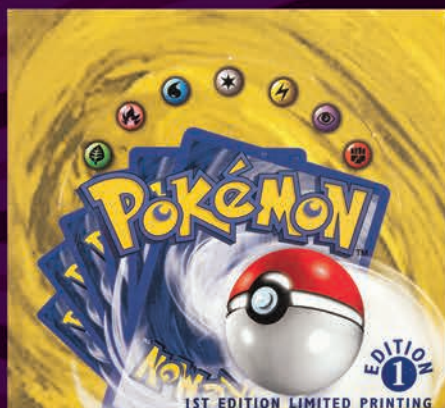
John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?







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**DUNE: IMPERIUM - RISE OF IX & IMMORTALITY**  
**(DWD 01008 & DWD 01012)**

From Dire Wolf Digital, reviewed by Brian Herman

 13 & Up	 1 - 4 Players
 60 - 120 Minutes	 \$40.00/\$30.00

The sci-fi world of *Dune* that most people know is centered on the planet that shares its namesake, also known as Arrakis. This desert planet is the epicenter of a large sprawling conflict across the known galaxies due to its singularity in the harvesting of the most valuable substance in the universe: the Spice mélange. The first *Dune: Imperium* game blended deckbuilding and worker placement in a perfect synergy magnifying the conflict on Arrakis. However, there is more to the universe than just *Dune*. With this in mind, two expansions have been released to play alongside the original game, expanding its scope and complexity. *Immortality* focuses on the mysterious society known as the Bene Tleilax, a powerful fringe society that specializes in genetic engineering. *The Rise of IX* centers on two players in a galactic conflict. The first being the CHOAM corporation that sets prices for almost everything in the galaxy, and the second being planet IX, perhaps the most technologically advanced society there is.

Both expansions add several technological advances to the world of *Dune: Imperium*, creating more board spaces to send your agents as well as new exciting cards and opportunities to score points. First, *Immortality* adds the Bene Tleilax board and a set of Tleilaxu cards kept separate from the normal Imperium row available to purchase. These cards can only be purchased and added to a player's deck through research and donations of specimen tokens to the Bene Tleilax board. These cards provide new opportunities for both Agent and Reveal turns with exciting powers like the new keyword: Graft, which allows a player to play more than one card in any given action. In addition, every time a player triggers a research icon, they advance on the Bene Tleilax board which can trigger a winding path of various rewards from extra cards, specimen tokens, and even victory points.

*The Rise of IX* expansion focuses on the advanced technology of the planet IX, adding both a new player board and replacing several key spaces on the original Imperium board. Players now have the option to develop and acquire new technology cards, which can provide a variety of ongoing long-term effects throughout the game as well as immediate payoffs. In addition, a new type of unit is introduced in this expansion to add to the conflict on Arrakis: The

fearsome Dreadnought can be recruited and deployed to the main conflict space, adding 3 extra strength alongside your troops and then being placed at a location to control it for the next turn. This creates a bit of an arms race for all players at the table, forcing everyone to

improvise and adapt to the machinations of the other players every turn to stay afloat.

Both expansions also add several cards to the now very large Imperium main deck that can be purchased every turn, with several new mechanics and symbols to provide players a competitive edge. "Unload" lets players get rewards for discarding and/or destroying their own cards for other effects, triggering powerful rewards. "Infiltration" lets a player break one of the most basic rules of the game on an Agent turn, allowing an Agent to be placed in a space containing another player's Agent. This is completely unprecedented and extremely powerful, as at times blocking another player from access to a rewarding space is the only move available. Additionally, 6 new leaders from across the houses of the Imperium are added to the game to be chosen by each player, blending perfectly with the original lineup.

Either one of these expansions would be a welcome addition and provide plenty of content to *Dune: Imperium* gameplay. However, they seem almost perfectly designed to play together into one much larger game, full of conflict and technology mingled into a branching path with many routes to victory. From my experience, there's not a single way that the game is "supposed" to be played. Rather, a player must remain flexible and resilient when in conflict with the other great houses of the Imperium. Each game will be different, and it is up to each player how they will lead their house to victory. Will you focus on warfare and technology? Will you buy your way into the Emperor's graces? Or will you focus on production of Spice? Remember, in the world of *Dune*: whoever controls the Spice, controls the universe.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





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## DÉCORUM (FGG DEC)

From Floodgate Games, reviewed by Whitney Grace

 13 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$33.95

Decorating your home is challenging but fun. Decorating your home with roommates that have tastes different from your own is almost harder than herding cats, though the latter might be a tad easier because cats can at least be pacified with catnip and lured into cages. The designers behind *Décorum* were aware of the catastrophes that result from multiple opinions and the double-meaning behind the game's title. They win all the points, plus a bonus because of the subtitle: "A game of passive aggressive cohabitation." It succinctly sums up living with roommates, especially ones who steal games and dachshunds.

*Décorum* is a cooperation, hidden information game where players are roommates with varying decorating tastes. The goal is to decorate the shared living space with items that appeal to everyone, but the catch is no one is clear on what they want. That's where the passive aggressive attitudes enter into the game, and players must make compromises or move out. In this inflated economy, it's wiser to make compromises than complain about drapes.

*Décorum* includes a game board, rulebook, 48 unique object tokens, 20 two-player scenario cards, 10 three-four player scenario cards, and it teaches players a rudimentary history on 20<sup>th</sup> and 21<sup>st</sup> century decorating themes with emphasis on minimalist colors. Gameplay changes based on the number of players. Since I played this game with my thief of a roommate, I'm commenting on the two-player rules for the purpose of this review.



We began by placing the house board in the play area center with three face-up heart tokens, the red heart marker on the 1 space, and the token board with the object and wall color tokens placed on it. The house board contains four rooms (kitchen, living room, bedroom, and bathroom) that must always have a wall color (green, yellow, blue, or red), and can hold three object tokens. There are three token types: curios, lamps, and wall hangings in four styles: unusual, retro, antique, and modern for a total of 12 combinations. I selected the first scenario "Welcome Home" from the two-player card box and it included a setup card for the house board and condition cards for each player that are kept face down.

I arranged the color and object tokens according to the setup card while my roommate read the story aloud about a couple moving together. We then read our condition cards about how to decorate the house, but we kept them secret from each other. Each turn followed a pattern where my roommate or I performed an action such as adding or removing objects, changing colors or styles in a room, painting walls, or passing. We then did a fulfillment check to see we met the conditions for our scenario. The comment section is where passive



aggressive attitudes reign supreme as we complimented, criticized, or made odd remarks with funny faces about the actions.

Throughout the decorating role-play, players must have a heart-to-heart meeting with their roommate to share one of their conditions. The heart-to-heart meetings occur after every five rounds. *Décorum's* overall goal is for each player to have their conditions fulfilled and live amicably in their newly decorated abode. If roommates fail to come to total agreements, then points can be tallied. Players earn three points for every condition that was met from both cards and two points for every unused heart token.

After we completed the "Welcome Home" scenario that we mutually won, we continued playing the next two player scenario. The scenarios have several stories that crossover with the same characters and it's fun to see how they're played out.

I'm grateful to have a roommate that pays rent on time, does her share of the chores, and shares her food, especially prepackaged snack cakes. We do have our share of differences, and I thought playing *Décorum* would summon my roommate's devious sense of humor combined with her competitive spirit. We had a great time roleplaying the scenarios, matching the tokens and colors, and being overly passive aggressive, although it felt more like sarcasm. I didn't care and neither did my roommate because we had fun!

My roommate had so much fun, in fact, she stole my copy of *Décorum* and has failed to return it. I'd like it back along with my dachshunds. She claims the short-legged canines prefer her room for the eastern exposure and fleece blankets. I know the truth, though, she's stolen their hearts with bacon snacks. We'll see how she feels about them when her shoes suddenly taste like peanut butter. Oh, the horrors that await her footwear!

...

*Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.*







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## CAR WARS: CORE SET (SJG 2401)

From Steve Jackson Games, reviewed by Thomas Riccardi

 10 & Up	 2 - 4 Players
 60 - 180 Minutes	 \$99.95

My first encounter with *Car Wars* was in a store called the Game Room located in the mall in Woodbridge, N.J. There were a few small, boxed games sitting on a rack and they were all from a publisher called Steve Jackson games. There were titles such as *Undead* and *Kung Fu 2100* but the one that caught my eye was a game called *Car Wars*. I didn't have the money to purchase the game, but I did ask for it as a Christmas gift and it was right under the tree during that winter morning. I spent hours with friends as the right of way went towards the one with the biggest guns. Now the folks over at Steve Jackson Games have come out with their latest version of *Car Wars* but will it be enough to spark those childhood memories?



One of the first things that you notice is that this game is huge as it is noticeably bigger than the first edition. Included inside this massive box are the rules, 20 dice of various colors, two turning keys, two wreck tokens along with two walls, barriers and four barrel tokens. There are more tokens used for damage, control, scenarios, along with a first player marker. Six vehicle record sheets are also included along with 28 sliders in the small part of the rules box. The two bigger boxes are miniature box A and B that consist of twelve detailed car miniatures that can either be painted or used straight out of the box. The last two components are four dashboards and 234 cards that are to be used with the game.



Once you get two to four people to play, you need to set up the arena which requires a flat surface with at least 3' per side. Anything outside of this playable area would be considered walls and is hazardous to your car's health. Next, select what type of game you're going to be using - whether it's a small game or a large one. Each game is different as it allows you to assign a driver and gunner, build your vehicle, and determines how many armor points each vehicle has. You can then build your car using the cards provided; will you go with an amateur driver and gunner or a rookie driver and a veteran gunner? The possibilities are endless as you should make the car and driver something you want to drive. Once all the cars are built you position them in each corner of the arena and assign the first player maker. Now, the real fun begins.







Each of the players starts out with a speed of 2 and there are six phases:

- 1) Check speed: all players perform this action simultaneously checking your dashboards for speed down icons and then adjusting the speed to that maximum level.
- 2) Take control: each player takes an ace token and a control token and adds them to their dashboards keeping them visible for other players
- 3) Manage fires: Starting with the first player and going clockwise each player has a chance to pay two control to extinguish a fire. Any fire that is left burning will damage the armor on that side one point per round
- 4) Movement: Broken up into two phases adjusting your speed either going up one, staying the same or going down one but never exceeding the maximum speed of the vehicle. The second is driving the car with small actions such as a slight turn or going forward that cost no dice but something more difficult will require an ace token and rolling of dice. If you lose control that can lead to catastrophic events where you can go straight into another car or even an obstacle.
- 5) Combat: This is where you get to attack your opponents as you first have to see if they are in your weapons arc and how far away they are from you. Next you would roll the dice corresponding to your weapons card and you are looking to get stars as that calculates how much damage you do. The defender also rolls depending on

their speed and such damage is negated for shields.

- 6) End of Round: Return all control and ace tokens and pass the first player token to the player on your left. Play continues until there is only one car left and that is the victor of the arena.



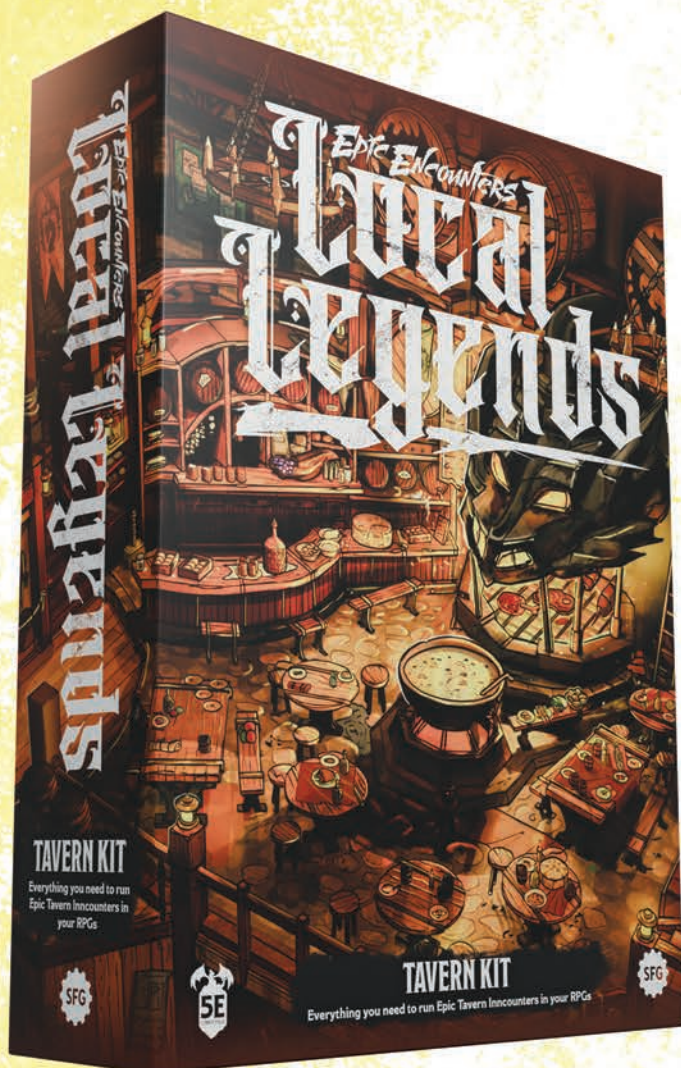
This is one of many sets that Steve Jackson has planned for release and each of these sets will have new minis and cards that can be used with the base set. *Car Wars 6th Edition* has some detailed minis, streamlined rules and a great build system. For more information on this and other games head over to <https://www.sjgames.com/> and remember — objects in mirrors may be closer than they appear!

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*







Epic Encounters: Local Legends - Tavern Kit (SFL EE-LL001)



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## Greetings GTM Fans!

For our May issue, *Game Trade Magazine* is teaming up with Steamforged Games for an epic giveaway!

One lucky winner will win a copy of the *Epic Encounters: Local Legends* products pictured above, courtesy of our friends at Steamforged Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on April 23rd and will close on May 21st, so don't delay!

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